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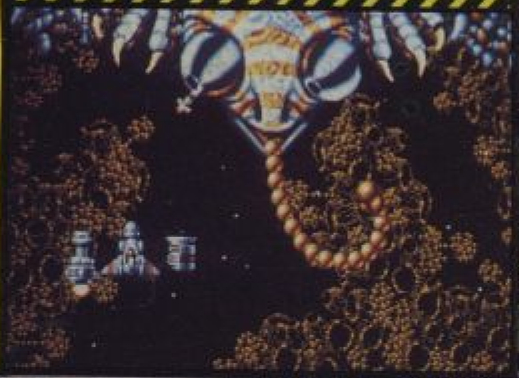
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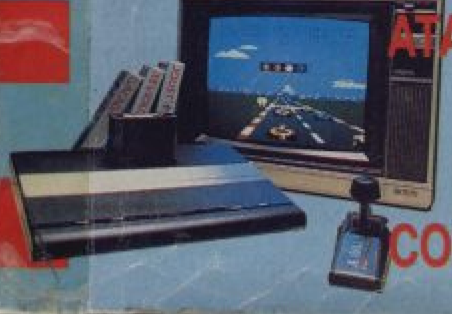
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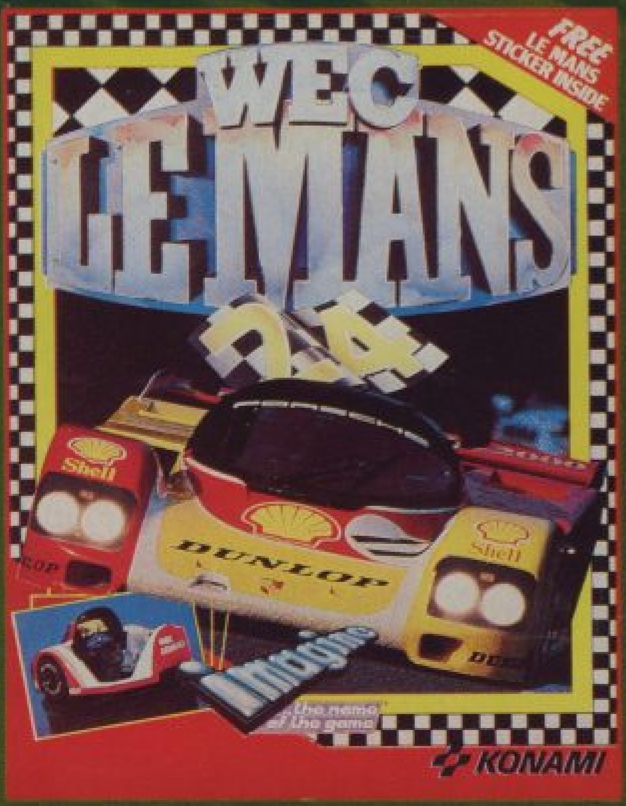


ATARI 7800 NEXT SUPER CONSOLE?

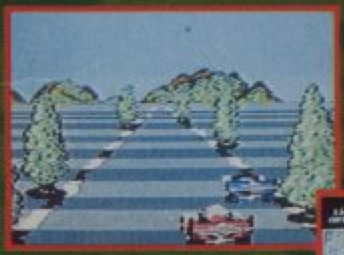
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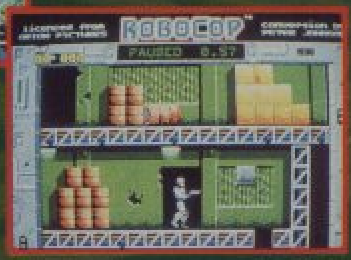
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"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.





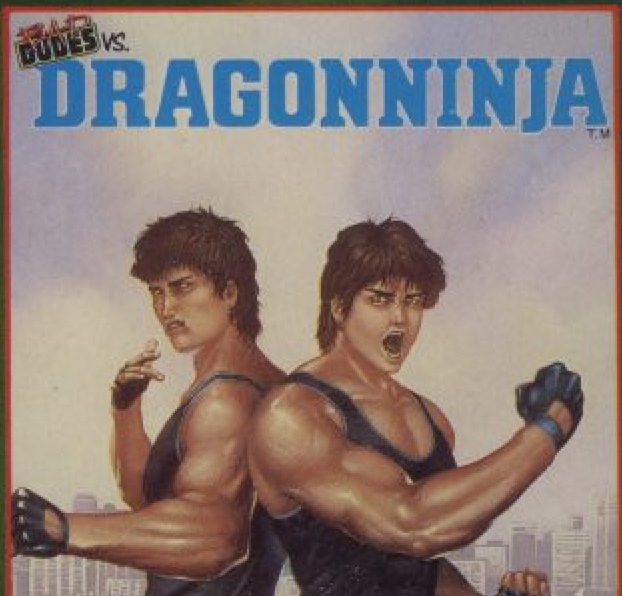
ROB...
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tie-in to date...
superb game...
don't...
C+VG GAME...
COMPUTER +...

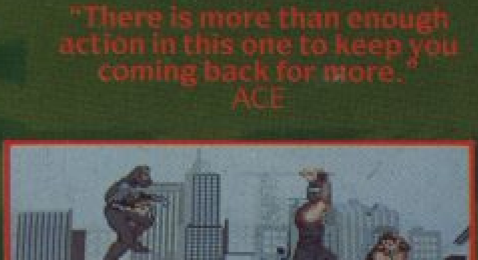


BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK

"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION

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ACE

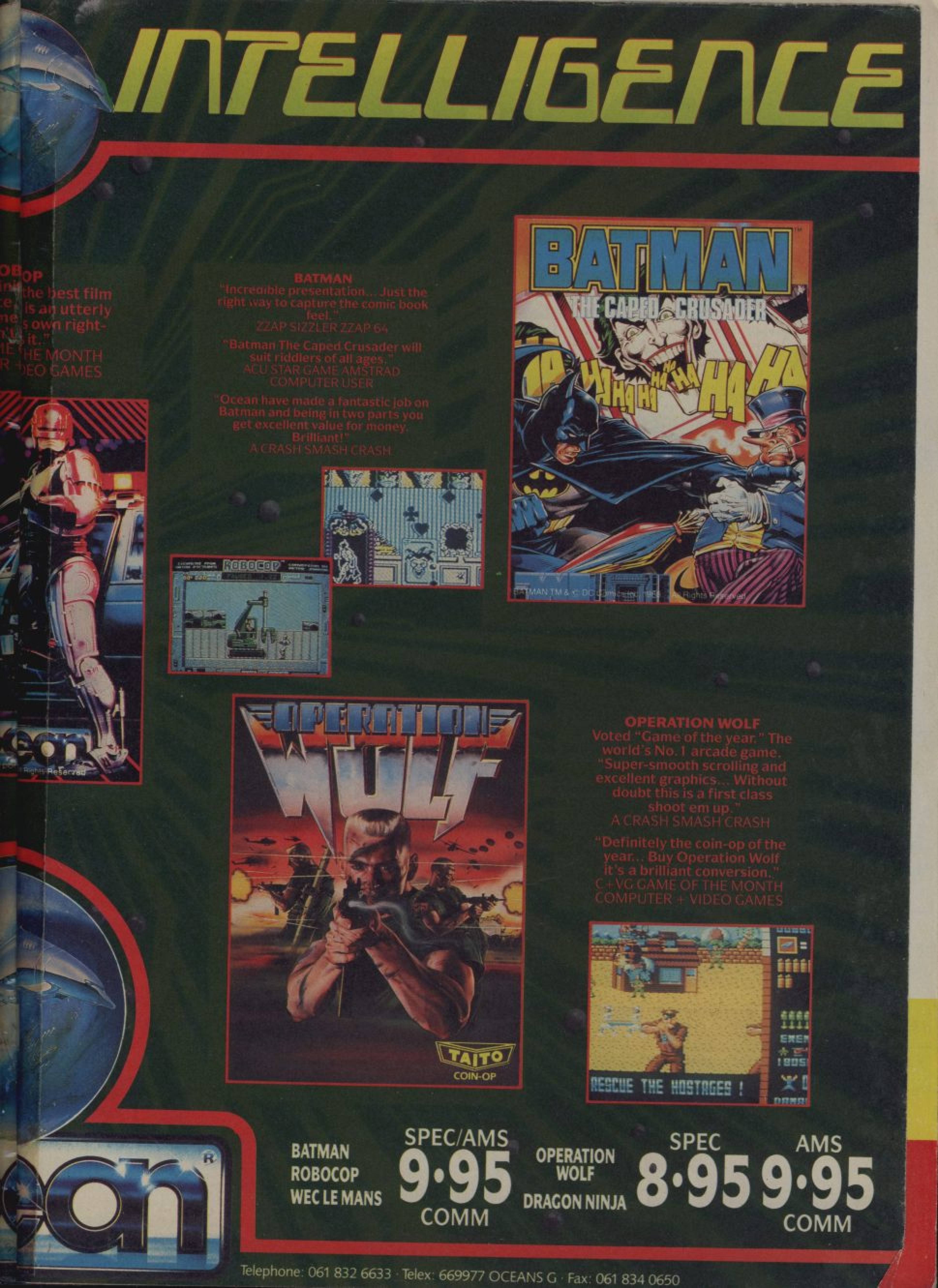




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CONTENTS







Atari's new 7800 console is released in this country very soon. Is it better than a Nintendo? Does it beat the Sega? We give the machine and its software a thorough review and tell you exactly how good it really is.







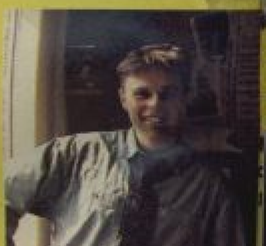
EDITOR: JULIAN "JAZ" RIGNALL
Jaz has recently moved to Southend On Sea, "cos it's got loads of fab arcades". That's where you can find him . . . if he's not at home with his consoles!



ART EDITOR: ANDREA "SHOOTY" WALKER
When she's not slapping down pages, Andrea is found in the games room slapping down the fire button on the latest "shooty shooty" game.



STAFF WRITER: PAUL "HARD" GLANCEY
Fully-fledged member of the Dennis the Menace fan club and Crazy Golf Champion of Bounds Green, Paul is a games player "par" excellence. Ho! Ho!



CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER: Nigel Taylor SALES EXECUTIVE Johanna Cooke PRODUCTION

SAVE LOADS OF DOSH 24

Strike a light! We've got over £100 worth of discount vouchers on 8 and 16 bit Hewson games. Don't ever accuse us of being mean and greedy! Cos we're not.

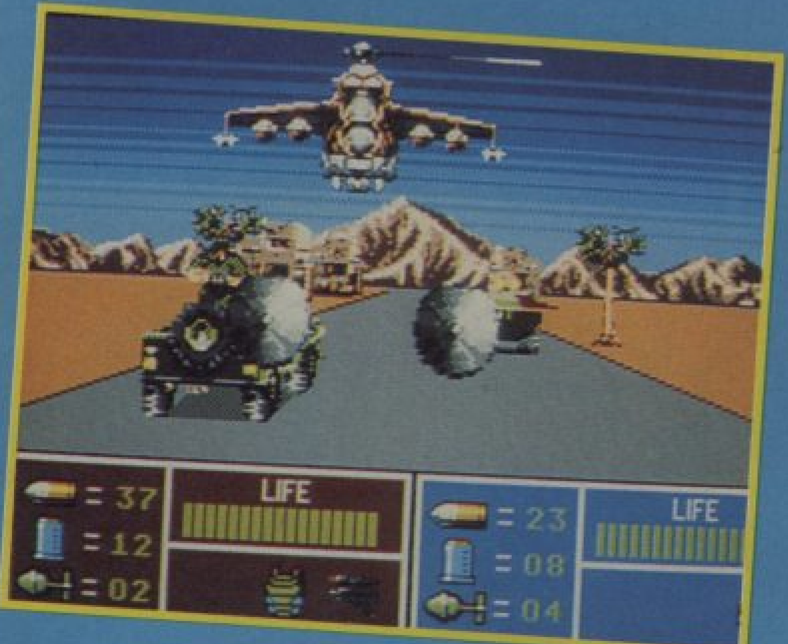
PLAYMASTERS 27

We've got a brilliant tips section this month, with hints and tips on **Golden Axe** the arcade machine, **Indy III** maps, and a whole heap of other tasty pieces of gaming information. And there's the Official UK Highscore Table too. . .



ARCADES 84

The best race game in arcade history, Sega's **Super Monaco Grand Prix**, gets a test run, and we also look at some other great new machines, **Dynamite Duke**, **Secret Agent**, **Alpha Plus**, and Atari's fun-packed new release, **Planet of the Robot Monsters**.



PREVIEWS 106

If you want advanced information, here's the place to be! We've got pics of **Operation Thunderbolt**, **Cabal** and **Chase HQ** on the ST, **Last Ninja II** on 16 bit, pictures of two brand new **Konix** games, one from new software company Vivid Image, and the other from Jeff Minter. And they look amazing. We've also got **Ghostbusters II**, **Galaxy Force**, **Dragon Spirit**, **Bomber** and **Super Wonderboy** amongst other things.



MEAN MACHINES 98

It's an amazingly good month for PC Engine owners, with five games reviewed including an incredible shoot 'em up and the best two-player racing game we've ever seen! Sega owners also do well, with the brilliant **Wonderboy III** for their machines, and we've also got a review of a hot new Megadrive shoot 'em up, **Thunderforce**.

MEGA COMPS

STUNT CAR COMP 45

Win a fabulous radio controlled stunt car worth over £250! And there are also ten runners-up prizes of mini motorised buggies and Microprose software goodie bags.

XENON II COMP 75

A can of mushy peas is the top prize in this amazing comp! There are also ten runners-up prizes of Xenon II games and t-shirts and a booby prize — a personal compact disk player with a Bomb the Bass CD.



THE OTHER STUFF

MANAGER: NIGEL "PTITE" TAYLOR
Theiniest Ad Manager arond, but the one with the biggest bulge in his budget. He recntly bought a PC Engine and loves it!



DEP AD MANAGER: JO "BRIDE" COOKE
Congrats to Jo — she's getting married soon. But we don't think it'll improve her games playing abilities, though.



PRODUCTION ASSISTANT: GLENYS "TEDDY BEAR" POWELL
With a collection of over 300 bears, Glenys is quite rightly the Teddy Queen! If it's cute 'n' cuddly, Glenys loves it.



PUBLISHER: GRAHAM "WE'VE GOT THE TECHNOLOGY" TAYLOR
Graham's now firmly ensconced in the world of spreadsheets, budgets and cost-cutting, 'cos that's the kind of Publisher he is.

ASSISTANT Glenys Powell **PUBLISHER:** Graham Taylor

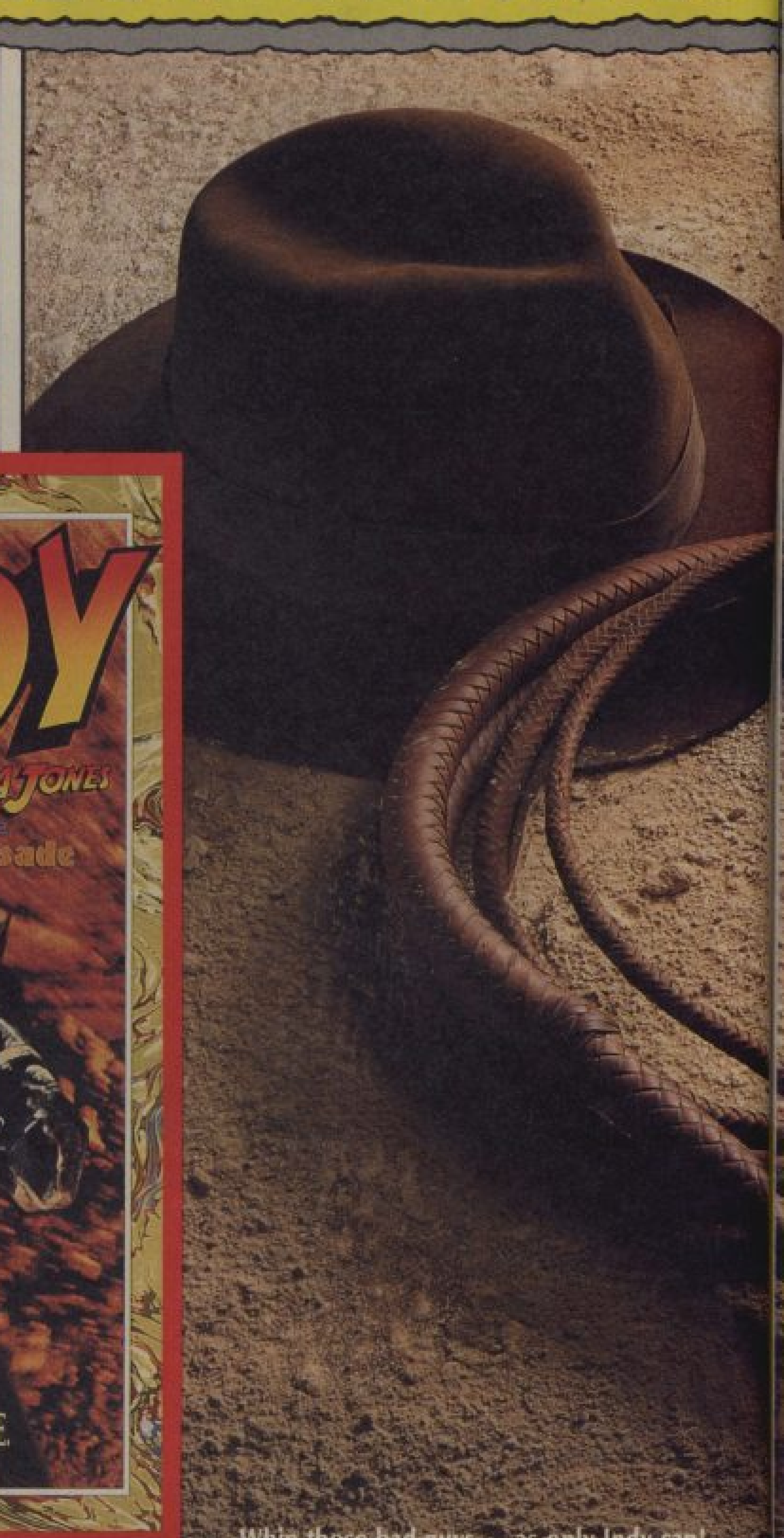
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SON OF VCS

After two years of doing very nicely in the States, Atari's 7800 ProSystem console is now out in the UK at what in console terms, is at budget price. At 69.95, the only machine it doesn't undercut is its ageing predecessor and Atari stablemate the 2600 VCS, which a few dealers are still trying to knock out at ludicrously low prices. The 7800's only real competition, therefore, is from the likes of the slightly more expensive Sega Master System and the Nintendo. So how does it compare. Paul Glancey reveals...

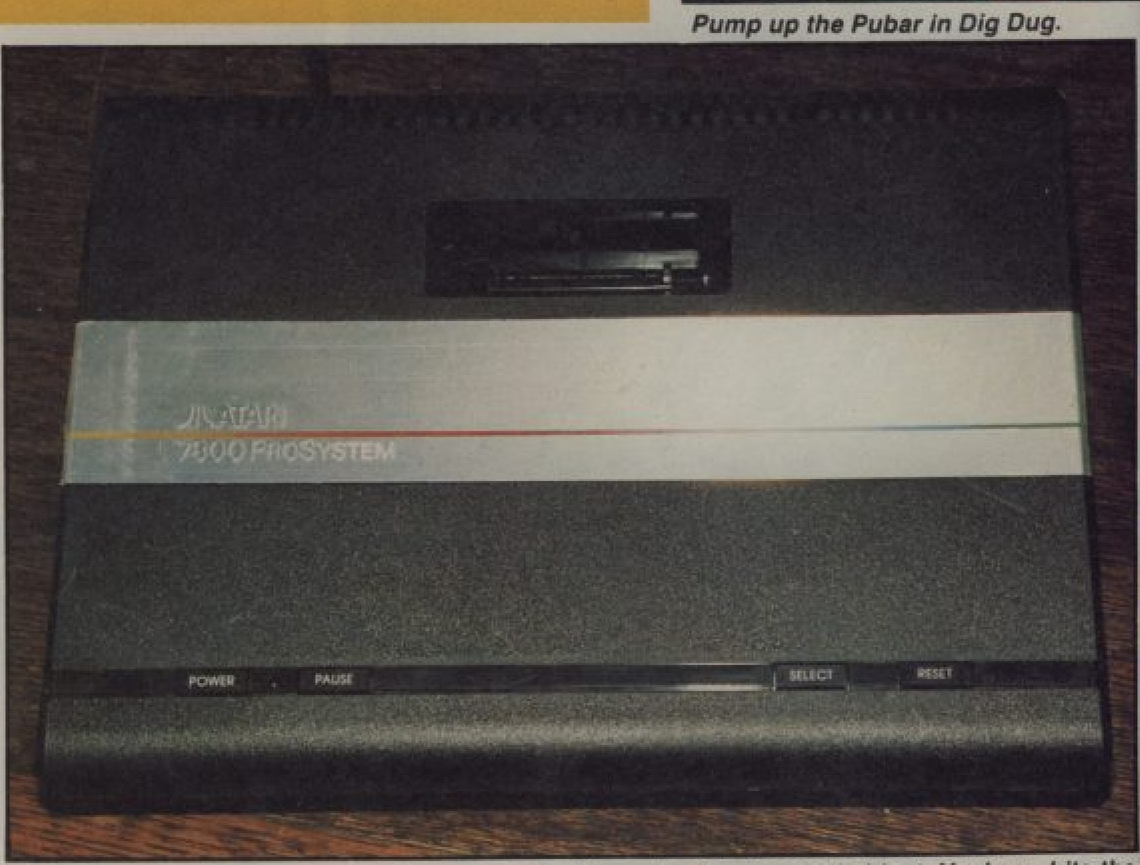

Pump up the Pubar in Dig Dug.

THE PACKAGE

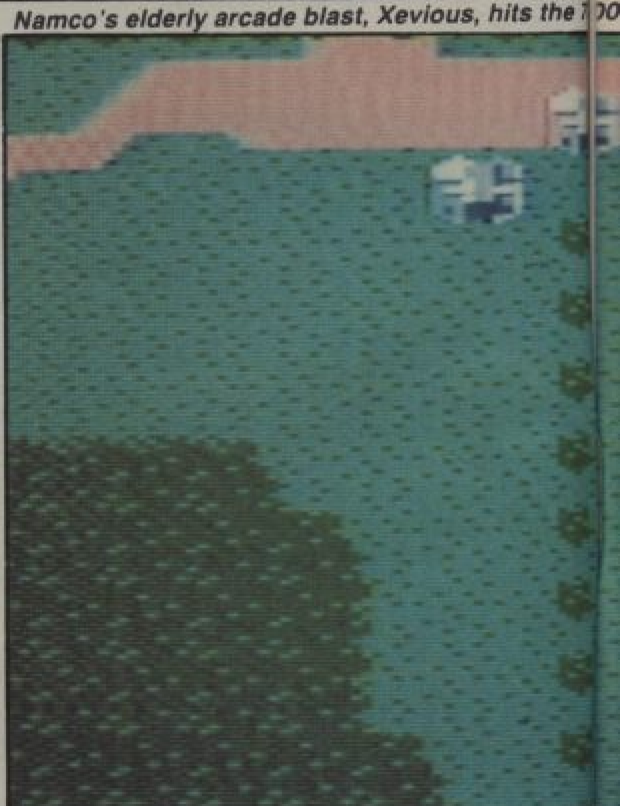
For your 70 you get a package very similar to the basic Nintendo or Sega kits. The 7800 unit comes with two "console-esque", two-button, joypad controllers with tiny screw-in levers to turn them into miniature sticks. Like all such controllers, they're extremely fiddly to use until you get used to them. You can get away with plugging in your favourite turbo-charged, micro-switched joystick but obviously this doesn't work if the game assigns different functions to the second joypad fire button.

An interesting point is that in the states the machine comes with some rather neat Atari Super Controllers (they're more like the traditional joysticks). It's a shame that Atari have decided against packaging them with the UK version of the machine. Ah well...

To start your software collection off, there's a copy of Asteroids II actually built into the 7800 so you can start to play without even buying another cartridge and plugging it in.



Namco's elderly arcade blast, Xevious, hits the 7OO



THE SOFTWARE

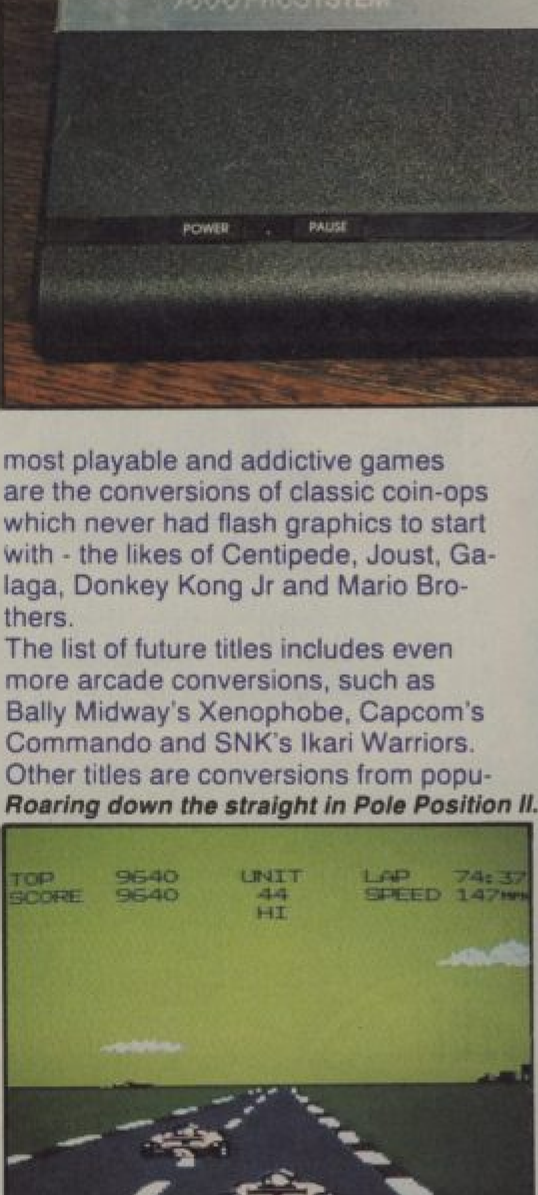
It has to be said that, graphically, the 15 games we've seen running on the 7800 don't compare that favourably with the newer 8 bit console software such as Super Mario Brothers II or Wonder Boy III. The machine has a custom graphics chip, nicknamed MARIA, which does its best to be as flexible as possible regarding the trade-off between colour and screen resolution, so what sprites lack in definition and animation they try to make up for in colour.

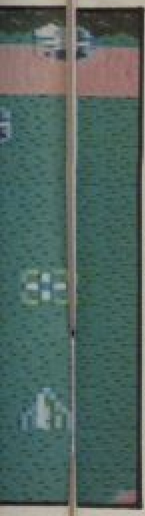
The programmers have gone in for some quite ambitious projects, too, but with complex flight simulations like Ace of Aces and Super Huey the limitations of the machine do show, as the cloud banks and scenery jerk past.

Many of the 7800's best games don't need fantastic visuals to keep the player amused, though. Some of the most playable and addictive games are the conversions of classic coin-ops which never had flash graphics to start with - the likes of Centipede, Joust, Galaga, Donkey Kong Jr and Mario Brothers.

The list of future titles includes even more arcade conversions, such as Bally Midway's Xenophobe, Capcom's Commando and SNK's Ikari Warriors. Other titles are conversions from popu-

Roaring down the straight in Pole Position II.







lar home micros - Epyx's Impossible Mission and California Games, for example. Four British software companies have also managed to get in on the console conversions business. Conversions of Hewson's Eliminator, US Gold's Jinks, Firebird's Black Lamp and Gremlin's Techno Cop and Deflektor are all in the pipeline.

Atari are hoping to have a large volume of software - about forty titles - in the shops by Christmas, and as well as the above, there'll be reworkings of all sorts of arcade games and sports simulations. But, as well as these, the 7800 has an additional, vast source of cheap software.

THE TRUMP CARD

The 7800 is currently selling like hot jelly doughnuts over in the USA - in fact it's currently number two console, above the SEGA Master System. Considering the difference in machine capabilities you might think this strange, but the secret of the ProSystem's success is undoubtedly its ability to run old VCS software.

In spite of it being at a ripe old age of ten years, the VCS is still a surprisingly popular machine in America and independent companies are still making a living developing some quite impressive software for it. Now that it's

The starboard engine thrums away in Ace of Aces.



he 7800.



getting on a bit, though, the VCS hardware's shortcomings are showing through and anyone hankering for a better machine but reluctant to wave goodbye to ten years worth of software is obviously going to be quids in buying a 7800.

THE CONCLUSION

So, there you go. Even though the hardware has many technical merits, compared with recent top console titles, the initial software releases are disappointing. However, that's not to say the machine is totally without promise. Some of the upcoming titles such as Joust, Commando, California Games and Ballblazer (which even has an extra sound chip inside the cartridge) look good. In the meantime, the price is the main attraction, and when you consider how cheap you can pick up some top-notch VCS games these days, the ProSystem seems like quite a good buy for those who are more interested in good old-fashioned gameplay than flashy graphics.

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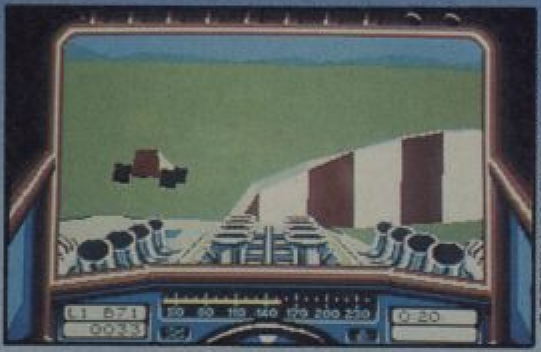
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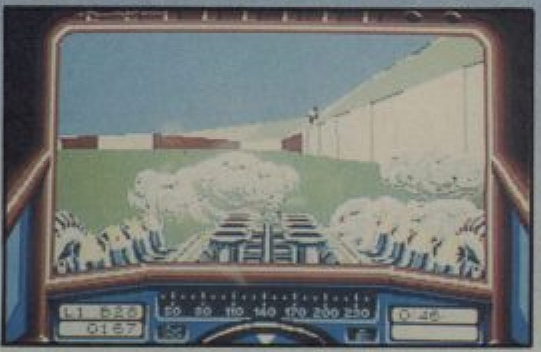
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STUNT CAR RACER







SCREEN SHOTS MAY VARY

Stunt Car Racer is available for ST, Amiga, PC, Spectrum and Commodore 64

Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

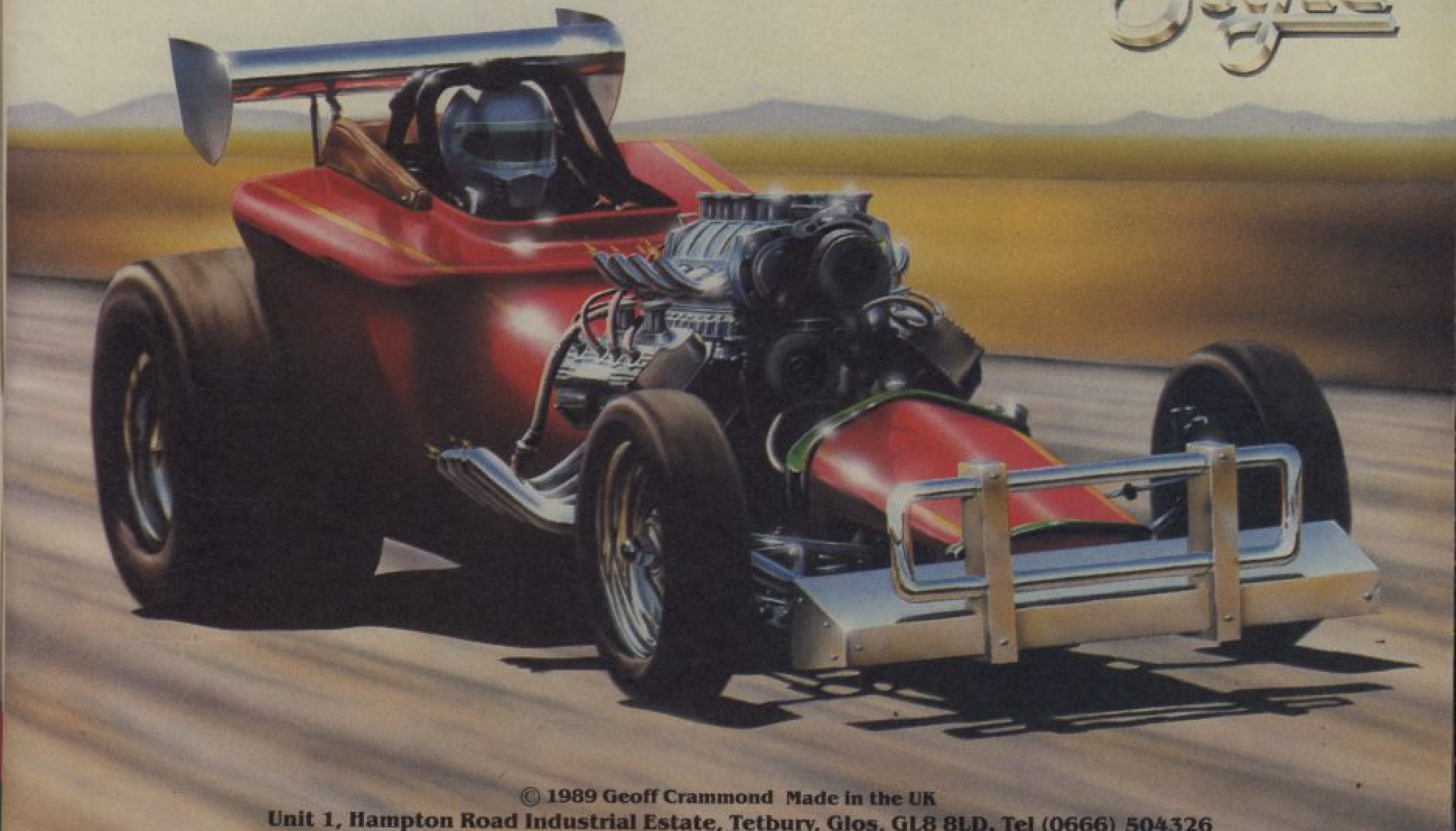
With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game – it's all or nothing.

Stunt Car Racer – do you think you could be up there with the best?

Stunt Car is utterly brilliant and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + VG.

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WIZ BANG STICK

Spectravideo, the stick-shifters behind the mega-popular Quickshot series are adding a new controller to their sizeable range. The Wizmaster comes in three glorious favours — one which connects to yer standard nine-pin stick port (C64, Amiga, ST, Spectrum, Amstrad, etc) and two for the Nintendo, one of which works by infrared remote control, would you believe? All versions feature autofire, two blast buttons and either joypad or screw-in stick control. The retail price is from £11.95.

▼ *Very impressive — cheap, too!*



Who'd have thought you could live in a ZX81? Indeed, who'd have thought you could use one for any purpose other than as a box to keep your cigarettes in?

KONIX STIX

More joystick news . . . Konsole and kontroller konstructors, Konix have not forgotten their roots and are bringing out a brand spanking new stick called the Megablaster. For £8.99, you get an outwardly unamazing stick, but inside it's jam-packed with lovely microswitches for extra-responsiveness, extra-long lifespan and extra loud clickety-click noises. The wonder of it all inspired Konix supremo, Sandra Holloway to say, "Never before have games players had the opportunity to obtain such a high quality joystick at a price as low as this." And what can you say to that? Apart from the obvious, we mean.



▲ *The new konix stick.*

A KICK UP THE XYBOTS

Tsk! Those Domark guys have been stewing ever since the C+VG lads trounced them at arcade Vindicators in the last Tengen challenge a couple of months back. Keen to get their hands back on the covetted Tengen Trophy they called for a rematch, this time on arcade Xybots. Even though they'd never played the game before, Paul "The Punisher" Glancey and work-experience bod, Steve "The Punishment" Sergeant exhibited bravery beyond the call of duty by duly snapping up the gauntlet, and not surprisingly, they lost.

Not by much though. After three, three-minute rounds the scores were totalled: Domark — 505,400, C+VG — 503,200. "Of course, we let them win," moaned a cocky Glancey. "Even with months of practice and a hacked calculator totting up the scores they could still only beat us by a piddly 2,200 points. They'll be laughing on the other side of their faces when we whop them in the APB challenge in a couple of months! Well, maybe."

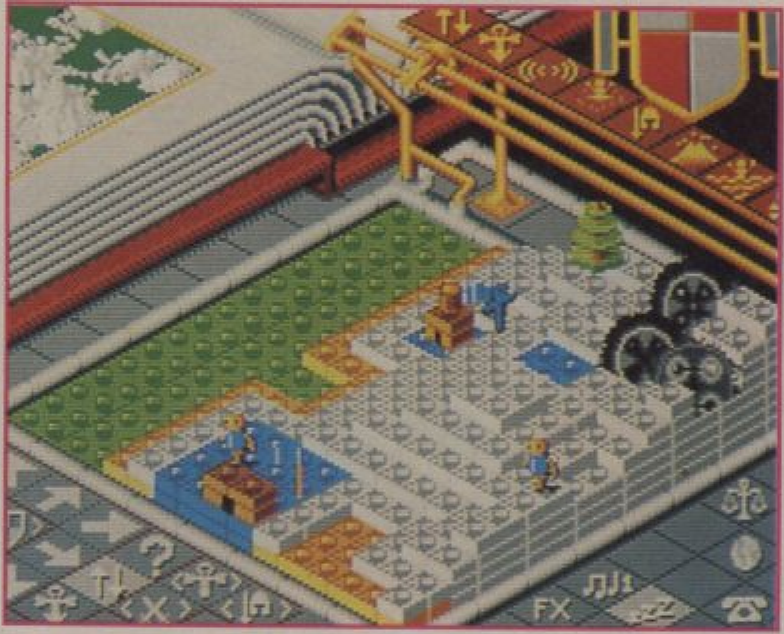


▲ *Bah! Humbug!!*

POPULOUS REPOPULATED

Fed up with playing Populous because some other mags listed the names of all the lands in their tips section? Well, happy days are here again because the Bullfrog boys have put together a data disk for the game which includes four new types of landscape for you to conquer. There's the very nearly topical Revolution Francaise, which features lots of French citizens roaming between chateaux, street cafes, windmills and (gulp!) guillotines. Then we have Silly Land, with lots of very silly looking people doing silly walks. Block Land looks like someone's dropped the contents of LEGO Advanced Basic Set 911, and The Wild West pits Cowboys against Injuns on desert plains littered with forts, jails and tepees. The Bit Plain is especially for you programmer types, as the printer paper landscape is positively packed with old fag-ends, pencils and settlements built out of old computers.

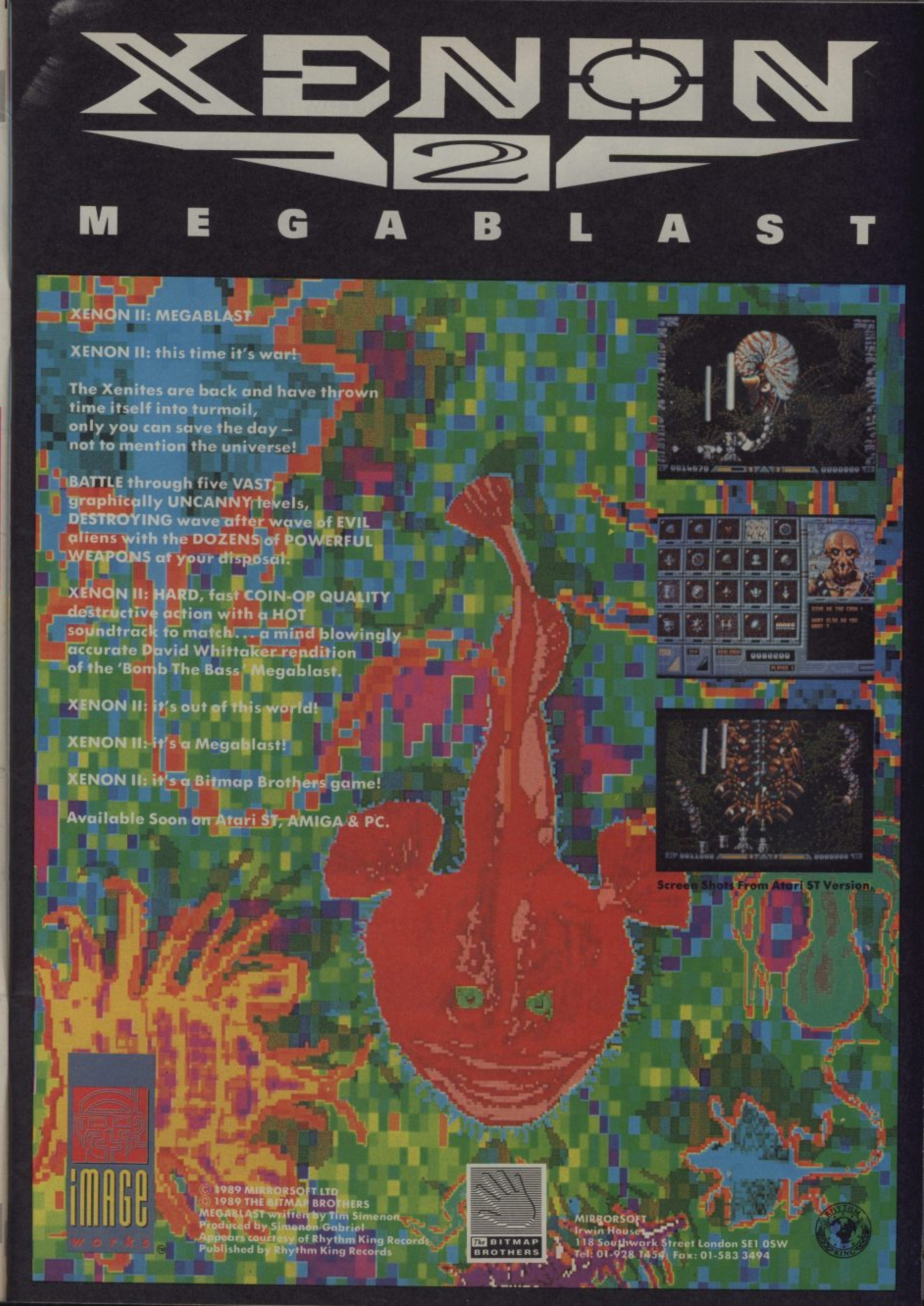
▼ *Block land — add-on disk for Populous.*



HOOKED ON "CLASSICS" DISK

Those original thinkers at Rainbow Arts (snicker!) have come up with what seems like a good 'un this time. They've compiled ten oldie C64 games onto a compact disk! Just shove it in any old CD player, connect the headphone socket to the special interface supplied, then stick in the back of the 64, and you can load up any of the games in under 30 seconds. That's not quite as fast as one of those turbo-jet-rocket cartridges, but it's still better than Commodore's dicky old drives.

Among the ten games are such classics as *Impossible Mission* (classic platformer), *Loderunner* (another classic platformer), *Dropzone* (classic *Stargate*-esque blaster), *David's Midnight Magic* (classic pinball game) and *MULE* (classic trading game). So classic seems to be the operative word. Expect the CD sometime in the Autumn at around the twenty quid mark.


XENON 2
MEGABLAST
XENON II: MEGABLAST
XENON II: this time it's war!
The Xenites are back and have thrown time itself into turmoil, only you can save the day — not to mention the universe!
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XENON II: HARD, fast COIN-OP QUALITY destructive action with a HOT soundtrack to match... a mind blowingly accurate David Whittaker rendition of the 'Bomb The Bass' Megablast.
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MIRRORSOFT
Irwin House
118 Southwark Street London SE1 0SW
Tel: 01-928 1454. Fax: 01-583 3494
RHYTHM KING

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

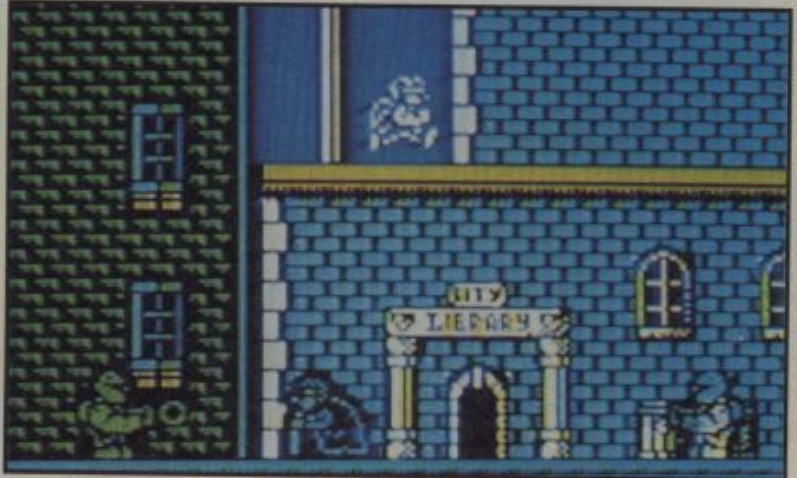
GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

REVIEWS

SPECTRUM

C64



AMIGA

PC

PC ENGINE

SEGA

MEGADRIVE

ARCADES

C+VG HIT! REVIEWS

STRIDER 16

Swing your pants! Strider strolls in and it's superb!!

XENON II 52

Xenon II is a megablast — in fact it's the best 16 bit shoot 'em up yet!

INDY III ADVENTURE 62

Lucasfilm/US Gold's second game of this film is an absolute corker!

FIENDISH FREDDY 72

All the fun of the circus and more in this hilarious Mindscape game.

RAINBOW ISLANDS 80

An incredible arcade conversion that's no different to the coin-op original.

PACLAND 98

A stunning PC Engine game that's every bit as good as its arcade counterpart.

FINAL LAP 99

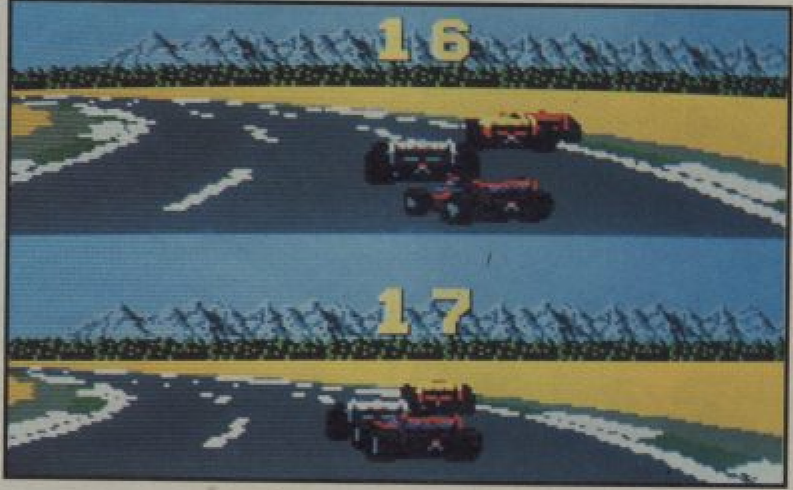
The best two-player racing game we've seen. It's fab.

GUNHED 100

The best shoot 'em up you're likely to play outside an arcade.

WONDERBOY III 104

Another Sega winner in the third of the Wonderboy series.

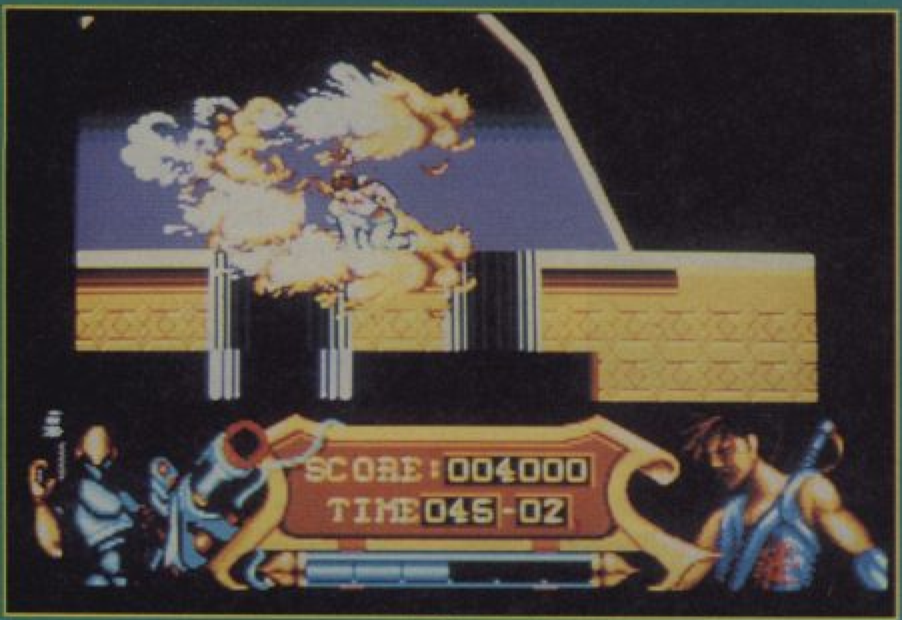


AMSTRAD

ATARI ST

STRIDER

BY US GOLD



▲ *Blow up that reactor.*

One of the hot coin-ops of the moment is Capcom's Strider, a highly original action adventure in which the player takes the role of Strider, an athletic commando of the future who is on solo a mission to infiltrate all five levels of Eurasia and destroy the evil tyrant who resides at the end of the last level.

The coin-op features marvellous gameplay and wonderful graphics, which have been captured perfectly in US Gold's timely computer conversions.

At the start of the game Strider flies into Eurasia on a hang glider, drops to the ground and from then on is on his own. The terrain is hazard-packed, and Strider has to climb gantries by leaping up and swinging over scaffolding, ascend walls and run up very steep hills.



▲ *Collect that power-up!*

As you can imagine, invading an enemy country of the future is no piece of cake, and there's an army of security droids, guards and automatic defence systems primed to destroy any intruder. If Strider is shot or touched by an enemy, a chunk is knocked off his energy bar, which shrinks towards a fatal zero — so repeated hacking with his mega laser sword is the order of the day.

To help out, friendly robots can be collected by slicing open the supply packs that are dropped in at regular intervals during the mission — these mimic Strider's movements and shoot out deadly laser bolts. The only problem is that they have a limited charge, and they disappear after a short space of time. Extra sword power can also be picked up, as well as extra energy.

As Strider progresses through the game, hazards become more frequent and the enemy more aggressive. On the first level — the city — Strider encounters a muscle-bound champion who

▼ *The robo-gorilla stomps on.*



▼ *The mechanical snake.*





leaps and bounds around — destroy him and it rains fire, forcing Strider to run for cover before he's burned alive. Next comes a reactor which has to be blasted to open a trapdoor to an underground complex. Laser beams bounce out of the centre — you've got to find a safe place quickly and smash the core. More hazards are dodged, and Strider enters a conference room, only to find that all the officials present combine and turn into a giant mechanical snake with a deadly sickle for a head.

And this is just the first level! Level two is a snowy landscape which features robot dogs, large guards and a huge robo-gorilla — and that's at the beginning! He also has to climb a heavily-armed air duct, and dodge a large, rapidly-spinning piece of machinery before he can even think about tackling the next giant guardian!

The going is tough all the way, and later levels have plenty of surprises in store, including boomerang-wielding Amazon women, a pair of ferocious dinosaurs and a giant machine that shoots laser bolts everywhere. The player's reflexes are certainly tested to their utmost. But even though the game is hard, it's highly addictive too, and you repeatedly return to see whether you can get just a little bit further.

Quite frankly, I'm amazed that the programmers have been able to cram so many of the original machine's features into this ST conversion — even down to the title screen and between-level intermissions. Just about everything from the arcade game is there, and, more importantly, the feel of the coin-op has been faithfully reproduced: Strider slides, climbs, leaps and cartwheels across the landscape just as he does in the arcades.

The graphics are simply stunning, with beautifully drawn sprites and backdrops, and although the scrolling is slightly jerky, you don't really notice during the game because there's so much going on — the action is fast and frenetic. The sound's good too, and there's also speech, with extra speech and digitised sound effects for those with a double-sided drive!

The Amstrad version is also excellent, and although the slide option has been excluded due to memory restrictions, it's an extremely playable fast-action game that deserves a place in every Amstrad owner's collection.

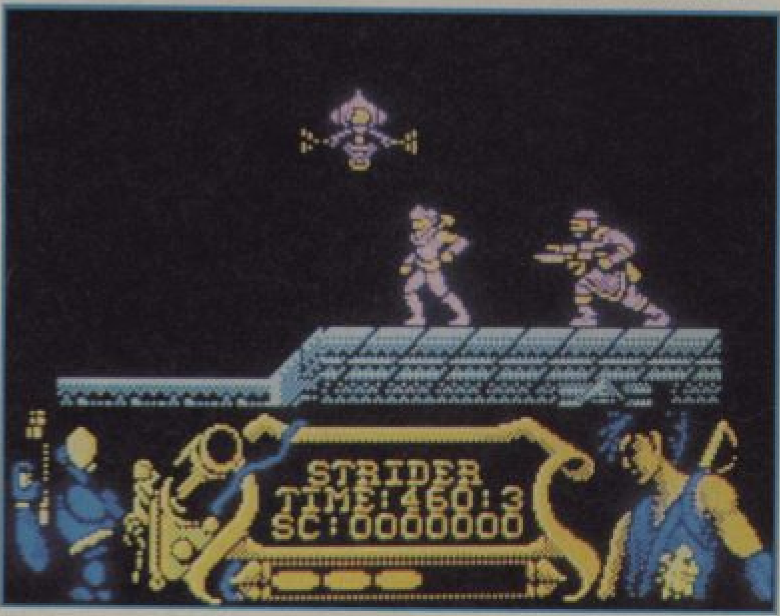
JULIAN RIGNALL

C+VG HIT!





▲ *Strider on the Amstrad.*



▲ *The Amstrad champion baddie.*

UPDATE

The Amiga version will have improved graphics and sound, and while the scrolling is smoother, the gameplay is slightly slower. The Spectrum version is looking neat, and has similar slide restrictions to the Amstrad, but plays just as well. The Commodore conversion is coming along nicely, and should have all the features of the coin-op.

AMSTRAD	£9.99
Fast action, great graphics and addictive and challenging gameplay make this the best Amstrad game around.	
OVERALL	88%

ST	£19.99
GRAPHICS	91%
SOUND	87%
VALUE	88%
PLAYABILITY	93%
The best conversion from US Gold to date, and an utterly brilliant game in its own right. Whether you've seen the coin-op or not, check this baby out.	
OVERALL	93%


Mr. HELI
In the year 2999, a mad scientist called "The Muddy" and his followers have occupied an earth-like planet rich in plants and water. With his evil intelligence and psychic powers Muddy has broken the delicate balance of nature.
It is your mission to rescue the planet. You must clear six zones in all, including floating green islands, moving rock beds and underground clock towers.
Unmask The Muddy who is hiding deep underground and save the planet.
Mr Heli is available from all good software stores now. Commodore Amiga, Atari ST price £24.99, Commodore 64, Spectrum and Amstrad cassette price £9.99, Disk price £14.99.
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Yeah! It's time for YOB's fab mailbag!! If you've got any views, jokes, questions, drawings, statements, gripes — or anything that's interesting, send your letter to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a T-shirt and a bulging parcel of software on offer for the best letter printed — it could be yours!



YOU'RE JOKING?

Dear Yob,
Can you or any of the C+VG gang help me? I want to purchase the Hard Drivin' coin-op. I need to know how much it is and where I can get it from.

Also, can you tell me whether other coin-op games can be put in other coin-op cabinets, for example a Winning Run game in a Hard Drivin' cabinet. Would I have to purchase all different coin-ops or could I have one cabinet and still have all the different games on separate disks or chip cards?

Please let me have your knowledge of this, as I am desperate to get my hands on them.

Alan Clare, Great Sankey, Warrington

YOB: Well, the fact that you sent me your letter second class is enough evidence to me that you'll never be able to afford a Hard Drivin' machine. Still, if you really want to know, Hard Drivin' machines cost well over £4,000. As for other machines, coin-ops don't come on disks or cards, they come on large, expensive PCB boards. And since Winning Run is available only as a full coin-op, you'll have to fork out another £5,000 or so for it. Dream on, matey boy.

WHAT A LOON

Dear Yob,
I went into my local newsagents, and there to my surprise was in fact a 10 foot alien reading this months C+VG. I quickly disposed of this alien by telling him the joke about the monk on the package holiday.

As I began to read through the mag I discovered how totally fab and triff it was, and before you could say "Hey babe, I've got a Vic 20 with a gherkin in its mouth" I bought it. I am very (well a lot of verys) pleased with the idea to review all the available formats, so well done C+VG — go forth and purchase a bottle of Domestos and drink it.

Simon "The Man" Poots, Dromore, Co Down

YOB: I saw an alien the other day, talking to my local shop keepers, Elvis Presley and Buddy Holly. They were all talking about Hitler's new house on Venus.

HONOURARY TWERP OF THE MONTH

Dear Yob,
Whilst flicking through a few back issues of your so-called wonderful computer magazine I noticed a review of Nintendo's Rad Racer.

The knobhead who wrote the article said, I quote "Rad Racer out performs Out Run". Well in case you don't believe you could have printed such an outrageous statement, look for yourself, it was in the February edition reviewed by Julian Rignall, or should a say BATTY BOY RIGNALL because it could only be some kind of perverse love for the Nintendo that drove him to write such crap.

Secondly I would like to make the point that being an extremely proud PC Engine and Sega owner I would like to see a magazine about consoles and arcades and I mean real consoles, not the Nintendo — save the Nintendo reviews for the Beano.

Thirdly, the paper you print your magazine on is absolute crap! After letting your friends read it all the edges are frayed, in a nutshell, your paper is even worse than school toilet roll!

Fourthly, your magazine is far too expensive, and before yob comes up with "poor guy can't afford it" and other puerile insults, my father is a multi millionaire (well almost) businessman.

Finally I am almost adamant that you will not print this letter — if some how it does not find itself on the pages of your crusty over-priced pamphlet, me and my friends would have to stop buying your repulsive magazine, which we are only buying at the moment because of the reviews on the amazing PC Engine and arcades.

Tarik Hassan and friends

YOB: You're a complete twerp and no mistake. I'm

afraid that Rad Racer does out-perform Outrun — the graphics aren't quite so good, but the gameplay is much better. If you were mature and grown up enough, you'd be able to appreciate the good points of another machine. As for the price — we're the cheapest around. If you can find a mag that has more console reviews and is better value than money, buy it.

NEW IDEAS PLEASE

Dear Yob,
About the art of making games. I have to agree with you when you say that many good games come from English programmers, and they're not too bad in the USA either.

The problem is just that there are so few subjects to make a game, every time you sit down in front of your computer, plug in your joystick and turn on for your new shoot 'em up you expect something extraordinary to happen, and I don't mean to see some jumping cats or some smiling shoes shooting at you, but some extra options making them game better than the last one you bought.

As there are probably about 50 new games every month, naturally only a few of them will be extraordinary and therefore it's a good that we've got magazines like this to give us players an idea of which games are worth the money.
Henning Forgensen, Denmark
YOB: Creating new ideas is very difficult, and I agree about making enhancements to older ideas — as long as the original idea is a good one. Look how Nemesis changed the face of the shoot 'em up with its progressive weaponry — even though the format has now been flogged to death! Perhaps some games designers have some views on the subject?

WHY AYE MAN!

Dear Yob,
Ten useless pressies:
1. "Goal's Galore" A Newcastle United goals of the season 1988/89 Video.
2. A season ticket for Newcastle United.
3. An evening out with Mirandinha!
4. NU's trophy cabinet plus all inside (two socks and a copy of Street Cred Football).
5. The official story of NU's championship campaign 1988/89 book!
6. A football covered with the NU board member's signatures!
7. A pound for each time the NU ground had over 20,000 fans!
8. A recorded tape of happy singing from NU fans!!!
9. A video recording of all the Luton/Newcastle games!
10. Newcastle United Football Club!!!
Nick Smith, Borough Green, Kent
YOB: Chortle! My favourite useless pressies are: The Garry William's Guide to Slimming, Paul Glancey's Book of Muscle Building for Fun and Profit, a copy of Glenys Powell's "Become a Black Belt in 24 Hours", an Andrea Walker Fan Mail Holder (holds up to three sheets), ZX81 emulation software for the Amiga and a lifetime's subscription to ACE.

WHAT'S THE SLOT FOR?

Dear Yob,
I am a proud owner of a Sega and have been for the last two years. And in all that time I have never worked out what the compartment underneath is for. Please, please, please, please, please, please, tell me because I'm cracking up!
Brian Russell, Lurgan, Co Armagh
YOB: It's a teasmaid interface! No, to be honest I don't know what the hell it's for. I'm sure that if it did have some use, Sega would be doing something with it. So just calm down and take it easy.

WHERE'S MY ARCADE

Dear Yob,
On the 18th June 1989, I strolled down to my local paper shop to collect the July issue of C+VG. Then when I asked for it and it was given to me, to my shock and dismay the amusement arcade you'd promised in the issue before was nowhere to be seen. So I asked the woman behind the counter if it had fallen off, she game me a strange look , and then replied, "No".

So I stormed out of the shop in a huff with my C+VG and £50,000.05 change. Even though this incident happened I soon forgot about it when I read that stonker of an issue. I'm glad to see that you are filling virtually all the magazine with reviews instead of that crappy AGM. All those putting the magazine together should have a pat on the back and a pay rise.
Craig Critchley, Laffak, St Helens
YOB: A few magazines went out in error without the arcades on the front. If you send us a cheque, postal order or cash to the value of £50,000.05, we'll pop that arcade in the post and it'll drop through your letterbox in no time at all. And I don't really want a pat on the back, thank you very much — anyway, there are no cows about to oblige.

RETURN OF THE SEQUEL III

Dear Yob,
Have you noticed lately that many of the games that are released have second or third parts to them: Starglider I and II, Renegade I, II and III, Mario Bros I and II, Get Dexter I and II. I could continue for ages (but I won't because if I do you'll all fall asleep.)

Some — like Starglider — are excellent games and have great second parts to them, whilst others, eg Renegade/Target Renegade and to Renegade III, have good/outstanding first (and in this case second) parts, but the third or final part is total rubbish or inferior to the rest.

Do you think this is because the game authors/programmers get either bored of the game, run out of ideas or just aren't capable of creating another game along the same lines, or as good as its predecessors? Maybe there's a totally different reason, or possible there just isn't one. I would be interested to hear your views on the matter — and even other reader's who have wondered/wonder the same thing.
Andrew Scott, Soham, Cambs
YOB: Just to point out that there's also Mario III and IV! As long as the game is an improvement over the original, I think a sequel is a good idea. I don't think that programmers would work on a sequel if they were already bored by the idea. However, in my mind, there's nothing better than a truly original game.

WHO'S THE YOB?

Dear Yob,
I am mainly writing concerning this mysterious letter answerer THE YOB. I don't think there is such a person — it's just an excuse to give loads of people a chance to answer letters instead of the Ed.

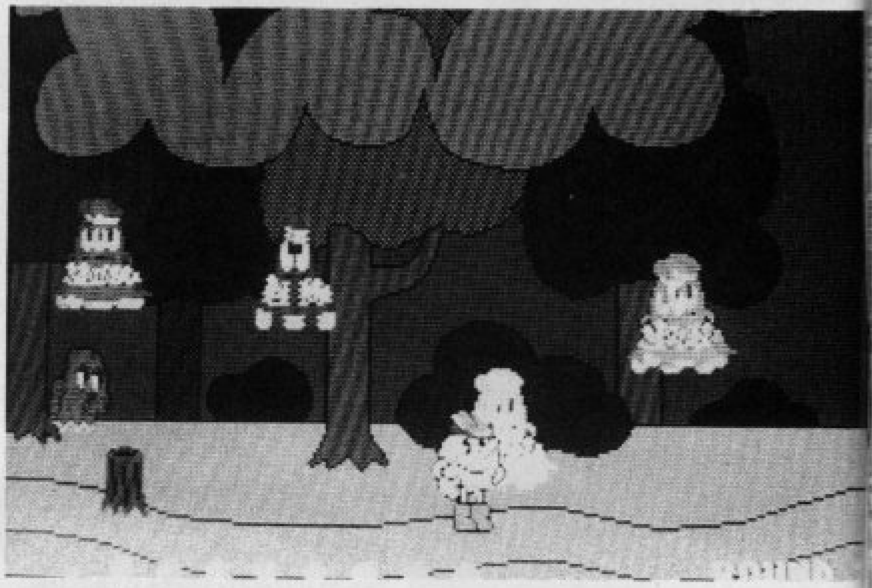
I also have a complaint about Mr Johnson's views on American software producers. He said they are no good — he obviously hasn't looked at games from Cinemaware such as Rocket Ranger and TV Sports Football which are excellent, and he was for too biased when talking about European Software houses.

And another thing, why was FAX removed from your magazine. Previews is OK but it only covers games, and FAX covered much more so me and I'm sure many others want it back to it was before.

Finally, why is Julian Rignall so biased when reviewing PC Engine games — he makes out that they are much better than Amiga games, but he is wrong because the Amiga blows it away for quantity and quality.
Nunchaku (cool dude)
YOB: I'm me! The YOB is the YOB! There are no substitutes! We've replaced FAX with the new-look news pages — coupled with the massive previews pages, you now get even more news than ever before. Mr Rignall tells me that he isn't biased towards any machine when reviewing (he owns all of 'em anyway) — he just enjoys good games, whatever machines they're on. There are plenty of excellent Amiga games, but in some cases Engine games are better than Amiga ones — just look at R-Type, Vigilante and Space Harrier for instance! And in no way does the Amiga "blow the Engine out of the water". I'd say the were on a par.

BUG REPORT

Plagued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: BUG REPORT, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



C64

SPEEDBALL
SPOTTED BY: Adam Davidson, Prestwich
WHAT HAPPENS: When you load a saved game, the computer quits straight away and you're given a draw.
REPORTS SO FAR: 1

ST

WAR IN MIDDLE EARTH
SPOTTED BY M Douglas, Swansea
WHAT HAPPENS: The game crashes when you move to a location with a large number of troops.
REPORTS SO FAR: 1
SPOTTED BY Tony Pickering
WHAT HAPPENS: Click on the magnifying glass to enter the animation level, and the computer bombs.
REPORTS SO FAR: 2

BIONIC COMMANDO
SPOTTED BY Colin Feeley
WHAT HAPPENS: When you die and your man is parachuted down and you press the fire button when he's just off the bottom of the screen, the game crashes.
REPORTS SO FAR: 2

KICK OFF
SPOTTED BY Mark Duffy, Workington
WHAT HAPPENS: When you're winning 17, 20, 21 or 22-0, the computer resets itself (I'm not flippin' surprised — JR).
REPORTS SO FAR: 1

PACLAND
SPOTTED BY Philip Green, Sheffield
WHAT HAPPENS: If you walk instead of run, no ghosts appear.
REPORTS SO FAR: 1

DRAGON NINJA
SPOTTED BY: Adrian Davies, Rhondda
WHAT HAPPENS: When you enter your name into the highscore table, you can't get back into the game.
REPORTS SO FAR: 3

ARCADES

DOUBLE DRAGON
SPOTTED BY Alan Houghton, Ten Mile Bank
WHAT HAPPENS: At the end of mission two, if a player dies, the boss doesn't appear and you can't get any further.
REPORTS SO FAR: 1

SEGA

WORLD CUP SOCCER
SPOTTED BY Stefan Borson, Manchester
WHAT HAPPENS: When you score, the game freezes and players float about until the machine is switched off.
REPORTS SO FAR: 2
SPOTTED BY Barry Fletcher, Letchworth
WHAT HAPPENS: In two-player mode, sometimes when the ball is kicked over the goal line, Sega sign boards appear at the top of the screen and the game crashes.
REPORTS SO FAR: 2

AMIGA

R-TYPE
SPOTTED BY M Mascarenhas, London
WHAT HAPPENS: On level three there's sometimes a software failure which causes the game to freeze.
REPORTS SO FAR: 2

KICK OFF
SPOTTED BY S N Hardy
WHAT HAPPENS: If the goalkeeper rushes out to save a ball, and a defender intercepts it and kicks it away, the game crashes.
REPORTS SO FAR: 2

WAR IN MIDDLE EARTH
SPOTTED BY T Hamer, St Leonards on Sea
WHAT HAPPENS: The game often crashes randomly.
REPORTS SO FAR: 3

AMSTRAD

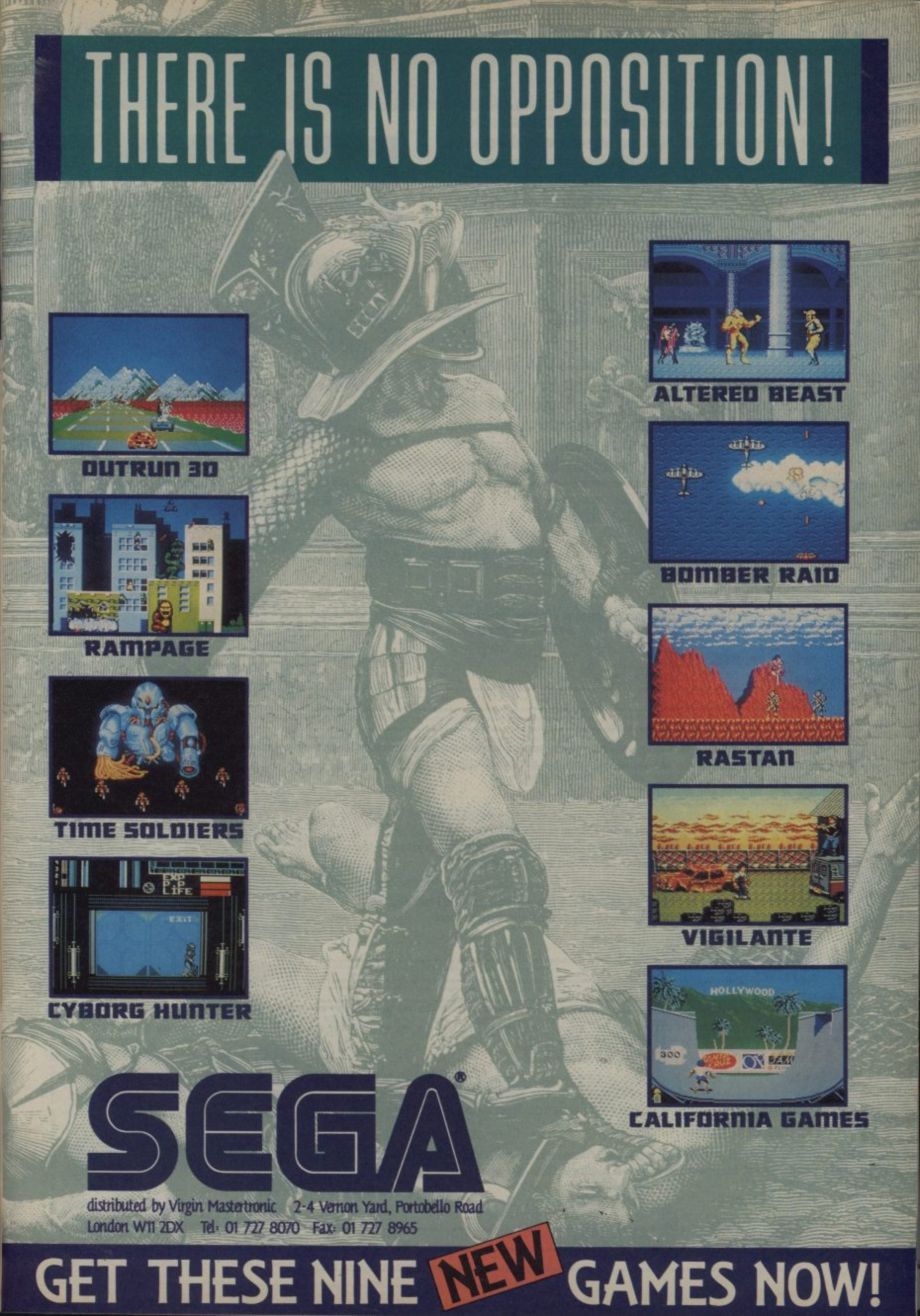
POSTMAN PAT
SPOTTED BY Peter Foster, Malton
WHAT HAPPENS: The progam crashes when you round up the sheep for the second time.
REPORTS SO FAR: 1

SPECTRUM

RUNNING MAN
SPOTTED BY Timothy Brown, Bradford
WHAT HAPPENS: On the last level, Arnie doesn't appear and the game crashes.
REPORTS SO FAR: 1

OPERATION WOLF
SPOTTED BY J Allen, Blaby
WHAT HAPPENS: On level five, when you shoot a hostage, you get a flying armoured car, and the game crashes.
REPORTS SO FAR: 5

I'VE GOT A BUG TO REPORT
NAME ....
ADDRESS ....
....
NAME OF GAME ....
MACHINE ....
LEVEL BUG OCCURRED ....
WHAT HAPPENED ....
....
....
....
....
....
....


THERE IS NO OPPOSITION!
OUTRUN 3D
RAMPAGE
TIME SOLDIERS
CYBORG HUNTER
ALTERED BEAST
BOMBER RAID
RASTAN
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GET THESE NINE NEW GAMES NOW!

▶ 16 BIT MEGA DISCOUNTS FROM HEWSON

We've gone completely bonkers this issue, with yet more seriously fab money-off vouchers — this time for both 8 and 16 bit readers — in Hewson's REVENGE OF THE DISCOUNTS II.

Here we go again, with enough money off to make your average banker weep and your piggy bank very happy 'cos he won't have to cough up all the cash that's sitting in his fat belly.

All the software on offer is half price — with up to a stonking great £10 off 16 bit games and up to £7 off 8 bit games. On offer are some great titles — Nebulus, hailed as one of the all-time classic computer games, and a legend in its own lunch time. It's a puzzle/platform game that's have you tearing your hair out in frustration, but coming back for more, more more!

We've got Zynaps, a horizontally scrolling

PRIC

SMAS

ZYNAPS 16 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your nifty little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

ORDER FORM

Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.

ST £9.95 ☐

AMIGA £9.95 ☐

NAME ....

ADDRESS ....

....

SAVE £10

EXOLON 16 BIT

Take the role of a well 'ard combat commander and stonk across the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can blow up even more baddies! Note: there's no Amiga version available.

ORDER FORM

Please send me a copy of Exolon. I have enclosed the right amount of money and have ticked the correct box.

ST £9.95 ☐

NAME ....

ADDRESS ....

....

SAVE £10

NEBULUS 16 BIT

It's fab. It's brill. It's the best puzzle/platform game money can buy. Guide a cute little green alien up to the top of a rotating tower. Sounds easy, but there are a myriad of fiendish traps and aliens out to get you. And it's unbelievably addictive.

ORDER FORM

Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.

ST £9.95 ☐

AMIGA £9.95 ☐

NAME ....

ADDRESS ....

....

SAVE £10

CES

SHED

progressive shoot 'em up with loads of baddies to blast into oblivion, and Exolon, a stonk 'n' shoot the shinola out of the enemy game.

HERE'S WHAT YOU DO

Just fill out the coupon, making sure you've got your name and address correct (some people do get it wrong y'know), cut it out and send it with a cheque made payable to **HEWSON** and mail it to **C+VG HEWSON OFFER, 56B MILTON PARK, ABINGDON, OXON, OX14 4RX.**

And they'll pop the game in a jiffy bag and give it to the postman, who'll leap into his red van with his black and white cat, drive over to your house and personally stuff it through your letterbox. You can then open it, take the game out, load it and play away...

NEBULUS 8 BIT

It's fab. It's brill. It's the best puzzle/platform game money can buy. Guide a cute little green alien up to the top of a rotating tower. Sounds easy, but there are a myriad of fiendish traps and aliens out to get you. And it's unbelievably addictive.

ORDER FORM

Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.
SPECTRUM CASSETTE £3.95 □
AMSTRAD CASSETTE £4.95 □ DISK £7.95 □
C64 CASSETTE £4.95 □ DISK £6.95 □

NAME ....
ADDRESS ....
....

SAVE £5 - 7

ZYNAPS 8 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your nifty little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

ORDER FORM

Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.
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AMSTRAD CASSETTE £4.95 □ DISK £7.95 □
C64 CASSETTE £4.95 □ DISK £6.95 □

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ADDRESS ....
....

SAVE £5 - 7

EXOLON 8 BIT

Take the role of a well 'ard combat commander and stonk across the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can blow up even more baddies!

ORDER FORM

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SPECTRUM CASSETTE £3.95 □
AMSTRAD CASSETTE £4.95 □ DISK £7.95 □
C64 CASSETTE £4.95 □ DISK £6.95 □

NAME ....
ADDRESS ....
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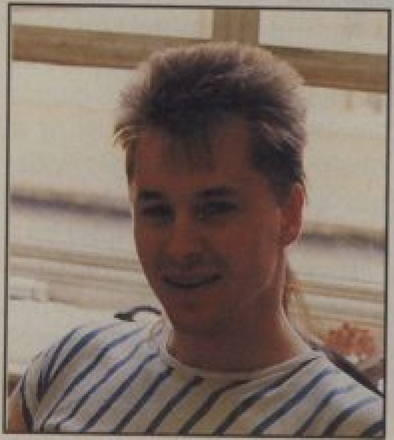
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DIRTY TRICKS: MR. HELI GETS THE TREATMENT!
BLUEPRINT: STRIDER
PREVIEWS: SUPER WONDERBOY DRAGON SPIRIT CABAL · SKWEEK



Stuck on a game? Need a POKE to get you out of trouble? Here's the place to be! I've got ten pages of mega tips this month, including exclusive maps of the Indiana Jones III adventure game, and a brilliant complete solution to Golden Axe, Sega's hottest new arcade machine! And of course there's a plethora of other gaming goodies — get reading.

If you've got any hints, tips, maps, POKEs or whatever, send them in to me at:
PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



There's a mega goodie bag of hot software (worth at least £100.00) on offer for the best tips of the month — next month it could all be yours! This month's winner is David Moore of Southend on Sea, for his excellent Blood Money tips.

AMIGA

ARKANOID II

Here's a neat quickie for this great Breakout variant, sent in by Niclas Thorsteinsson from the Faroe Islands in Denmark. When the title screen appears, type ROBOCOPPETER, which enables the continue mode.

DRAGON'S LAIR

This game's fairly easy, but if you're having problems, read this complete solution from Mark Blackie of Brockley, London, and you'll be able to beat the dragon with no problems at all. Always use the keyboard, and follow these instructions to the letter — any other movements will spell death to Dirk.

THE BRIDGE: When Dirk falls though the hole, wait until the tendrils are underneath him and press fire. When Dirk is about to put his sword away push up once and leave the joystick (or keyboard) alone. Dirk will now climb through the hole and skip through the door.

DRINK ME: Don't bother — move left when the door flashes to exit the level.

THE STAIRS: Simple — move towards the flashing step (left or right) to jump over the gap. Repeat three times.

THE TENTACLE ROOM: Press fire when the tentacle appears from the crack in the ceiling and then forward when the rack in front of you flashes. Move towards the door when it flashes and then backwards as soon as you reach it. Move towards the table when it flashes and when the tentacles rear up behind, go forward.

YE OLDE WHIRLPOOLS: Move left or right to avoid the whirlpools.

YE OLDE RAPIDS: When Dirk appears, move left or right to the gap in the rocks. When you touch the light blue water push forward and when Dirk reappears push forward. After Dirk goes over the drop go forward again.

THE CAULDRON: Tap fire like crazy to kill the gook monster.

THE BALLS: Go down when the ball has crossed Dirk's path and the way is clear.

THE DEADLY CHECKER BOARD: If the Knight has his sword in his right hand: left, right, forward, right, left and tap fire like crazy. Sword in his left hand: right, left, forward, left, right, left, right and tap fire like crazy.

THE BEDROOM: Tap forward like crazy to go through the door.

DRAGON'S LAIR PART I: Move left or right towards the valuables to catch them, then move left or right to avoid the valuables and then move down. Go down again to catch some more things and then tap fire like crazy.

DRAGON'S LAIR PART II: Move down to avoid Singe's claws and then move away from Singe. Move down to avoid Singe's tail three times and when you've dodged it a third time press fire to kill Singe. Now you can sit back and watch the nice little love scene. Isn't that nice.

BLOOD MONEY

If you're either an ST or Amiga player of this slick blaster, you'll find these tips from David Moore of Southend On Sea very useful indeed.

FIRST

The first planet you should go to is the one with the submarine — the reason for this is because you can collect at least 12 lives. The only weapons you need are the up and down missiles. If you die, get the missiles immediately because you need them to get maximum money.

Just before you reach the snakes, go to the middle of the screen and start shooting. If you have the up and down missiles, you will only have to hit them a few times. Watch their patterns, and you can manoeuvre around them easily. You have to shoot the snakes in the head to quickly destroy them.

SECOND

The second planet you should go to is the red planet — the hardest one. Get the up and down missiles as often as you can because you won't survive very long without them. If you finished the green planet with about 10 lives you will probably use about half of these on this stage. When you get the chance, collect as much money as you can to ensure a regular

GAME TIPS

ARCADES

GOLDEN AXE

Golden Axe is the latest big coin-op hit from Sega — and it's taking the arcades by storm with its combination of great graphics and slick gameplay. Completing all five levels and defeating Death-Adder (the chief baddie) normally takes about 20 minutes of game time, several weeks of practice and a big bag of ten pences. But, in true C+VG tradition, we've got the complete solution to help you go for those massive highscores. John Cook has all the info . . .

At the start of the game you have the choice of one of three characters: Ax-Battler (the Barbarian), Tyris-Flare (the Amazon) and Gilius Thunderhead (the Dwarf). Each one has his or her own characteristics, the most obvious being the use of magic potions.

Between scenes in each level, you find yourself sleeping by a campfire — and approached by little pixies, blue ones and green ones. In order to obtain extra power (indicated by the gauge on the bottom left of the screen), kick the green pixie and collect the chicken leg that he drops. So far so good.

To get magic potions you have to kick the blue pixie as many times as possible. Each time you kick him, he drops a potion — run over it and you automatically collect it.

During the game you use magic potions just like you use smart bombs, using the second fire button on its own. The thing is, each character uses potions in a different way.

Dwarf uses Lightning Magic. This is easy to acquire, needing only four potions to reach its maximum of level 3 power (that means it gives the equivalent 3 hits to every enemy on screen), but that's as good as it gets! Barbarian uses Earth Magic, which goes up to level 4, but needs more potions to get up through the levels. Finally there's the Amazon — her Fire Magic goes up to level 6, but that takes a lot of potions to reach.

This difference in abilities means that the Dwarf is easy to play at the beginning — but puny on the magic side, which you need more later on in the game, whereas Tyris-Flare is at a disadvantage to begin with, but can take advantage of her powerful magic later on.

Use magic when there are several enemies on screen — or against the particularly



▲ *In the thick of it.*

▼ *Ride your way to victory.*



▼ *The dwarf.*



▼ *The Amazon is a good choice.*





▼ *Swing the Barbarian's sword.*

nasty end of level monsters, such as the Twin Stone Giants.

Experiment with the controls — using all combinations of the fire button and joystick as well as the jump button can produce some useful moves. If you are surrounded by two fighters, hit one of them, then turn around and whop the other over the head by moving the joystick to the other direction with jump and fire depressed.

You can also slide (jump and diagonal) and shoulder charge (two taps left/right). The slashing sword routine also comes in useful — press fire as you jump up towards someone and see the results!

On the higher levels (there are five in all before you have a bash at Death-Adder himself), enemies riding on strange looking beasts attack, and the beasties themselves create problems by swiping you with their armoured tail and spitting fire!

However, if you are quick, you can knock a rider off, and jump on yourself. The Power!!! In fact, it's easy to defeat the Twin Giants on the first level if you are riding on a beast. Just run up to one giant and press fire — you turn around and knock him off his feet with your tail. Rush to the other and do the same (Giants are a bit thick, y'know!). If you are fast, by the time you come back to the other one, he will only just have recovered from his fall — which gives you a chance to do it again!!



▼ *Barbarian — a right hard!*





On the second level, after the Village section, you come across the Twins again — it's important to finish the Village riding a beast ... so watch your jump just before the end — fall and you'll loose your mount and end up in whole lot of trouble!

As the game gets harder, you ride on an Eagle's back to Adder's pad, watch out for skeletons. They're bad news! Use potions with you get out of trouble — if you have them!

Highlights of levels four and five are the Robot Knights. They're fast, deadly and very difficult to kill. Get Tyris to use level six fire on them — and it suddenly gets a bit easier.

Finally, you get through to the final level — it's really tough, so have a full set of potions ready. In the background you see the royalty who you're rescuing hanging by their heels! Kill Death-Adder (not easy!) and it's game over ... then you get a reward scene where the machine blows up and all the sprites come out and chase you around the arcade and out into the city!!!

Good luck with the game — and see if you can persuade a friend to play with you in two-player mode ... it takes some of the effort out of it. But not much ...

supply of weapons and lives.

At the end of this stage you confront a round face with little arms all the way round it. Shoot all the arms 'till they disappear, but be careful, because they continually shoot balls at you. Make sure you have the up and down missiles otherwise you will have no chance!

THIRD

The next planet to go to is the helicopter one — the easiest. On this you don't need any weapons at all apart from the ones you get anyway! This planet is easy, and it gives you a chance to collect a few more lives. At the end of this stage you get a spaceship that goes up and down and fires at you. Just shoot the middle of it by keeping your chopper lined up with its centre.

FOURTH

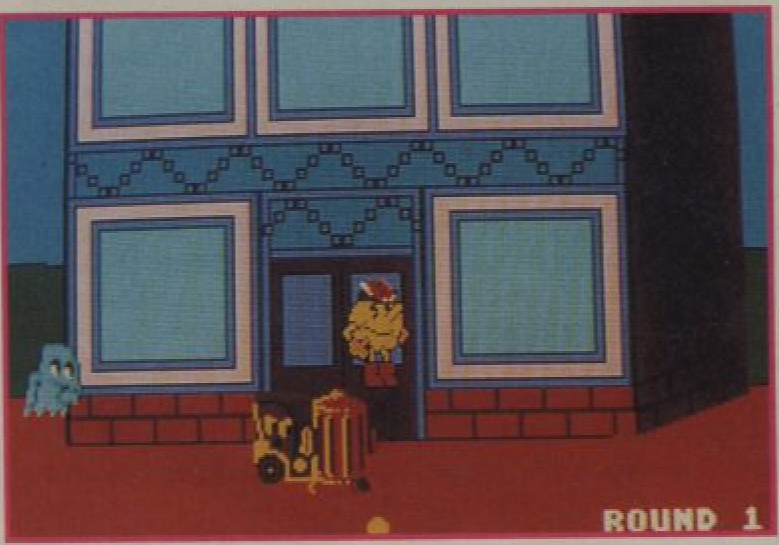
The final level to tackle is the one with the man. Again, get the up and down missiles each time you die, and once again collect money for lives and weapons. If you have the up and down missiles you shouldn't have any trouble. At the end of this stage you get a sort of pointed snake with lumps on its back. Blast all the lumps and finally shoot it in the mouth.

FALCON

For a full belt of cannon rounds and eight AIM 9L missiles press control, left Alternate, and X. Also, as landing is near impossible, you can simply go to "end of mission" to end the game and get your medals and points.

THUNDERCATS

If you're finding this game a bit hard when you get to the "rescue Tygra" stage, find a place where bonuses pop up frequently, and grab them. If you are careful, this will give you loads of lives.



▲ *Where are the Packland goodies?*

MARBLE MADNESS

Stay where you are on the first level of this enjoyable game for a surprise!

SUPER HANG-ON

This is one of the best cheats I've seen in ages. It was sent in by Colin Sinclair of Co Antrim, and it's mega — it gives your bike machine guns! To activate the cheat mode you must beat the highest score on the current continent high score table. Africa is fairly easy. Enter 750J on the highscore table and it should change to "....". The cheat mode is now enabled. To get into the cheat mode screen hold down Control, left alternate, Z and T while the attract screen changes from the credits screen to the options screen. The cheat mode screen appears when you let go of the T and you will be prompted to enter new coefficients for the road turn effect using the numeric keypad. Once the cheat mode has been enabled it cannot be disabled, so it is worth remembering that the initial settings are 60 for outer turn and 45 for inner. The bike gains a machine gun when the cheat mode is activated. It is used by pressing the Amiga key. The stream of bullets can be used to destroy other bikes and roadside obstacles except checkpoints and goal gates.

▼ *Fly high with Playmasters.*



ST

PACLAND

The Byg from Barmouth has a list of all the movable hydrants and cactuses and what they do;

Round 1: 3rd hydrant, helmet
Round 2: 3rd cactus, invincibility
Round 3: none
Round 4: none
Round 5: 2nd cactus, extra Pacman
Rounds 6, 7, 8, and 9, none

HEROES OF THE LANCE

Here's a load of useful tips to help any ailing RPG'ers.

Use Burrfort first because he can locate traps as well as use long-range bullets. Put Goldmoon and Raistlin in the second row as they don't lose any energy. When pit jumping, change to Raistlin as he can jump the furthest. Try not to use Goldmoon's staff charges too much — use Raistlin's staff to "detect invisible", "charm" "sleep" and "web".

When using Goldmoon's staff don't use "cure light wounds" but use "cure critical wounds". Always try and use long-range weapons as you don't lose energy in close combat. Get what you can as you can't return. If you're in close combat and are on the brink of death, run away and change your character. To kill Khuranth the black ancient dragon you have to throw Goldmoon's staff at it.

NAVY MOVES

This is one tough game, so these hints from Christopher Sargeant of Stevenage, Herts come as a bit of a godsend.

DISK ONE

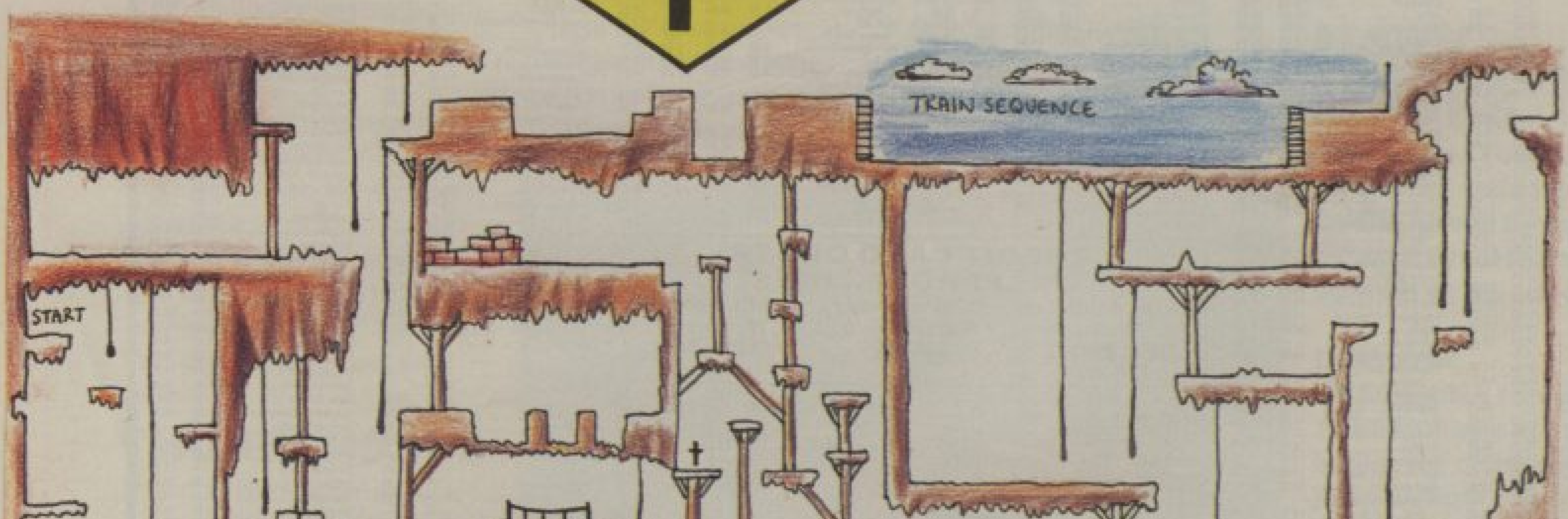
STAGE ONE (on water):

To jump mines at the beginning of the game, jump up right then pull back left, placing you between the two mines. For this part try putting the colour on your TV to full — it helps a bit. There's a simple pattern to beat the men on Scooters



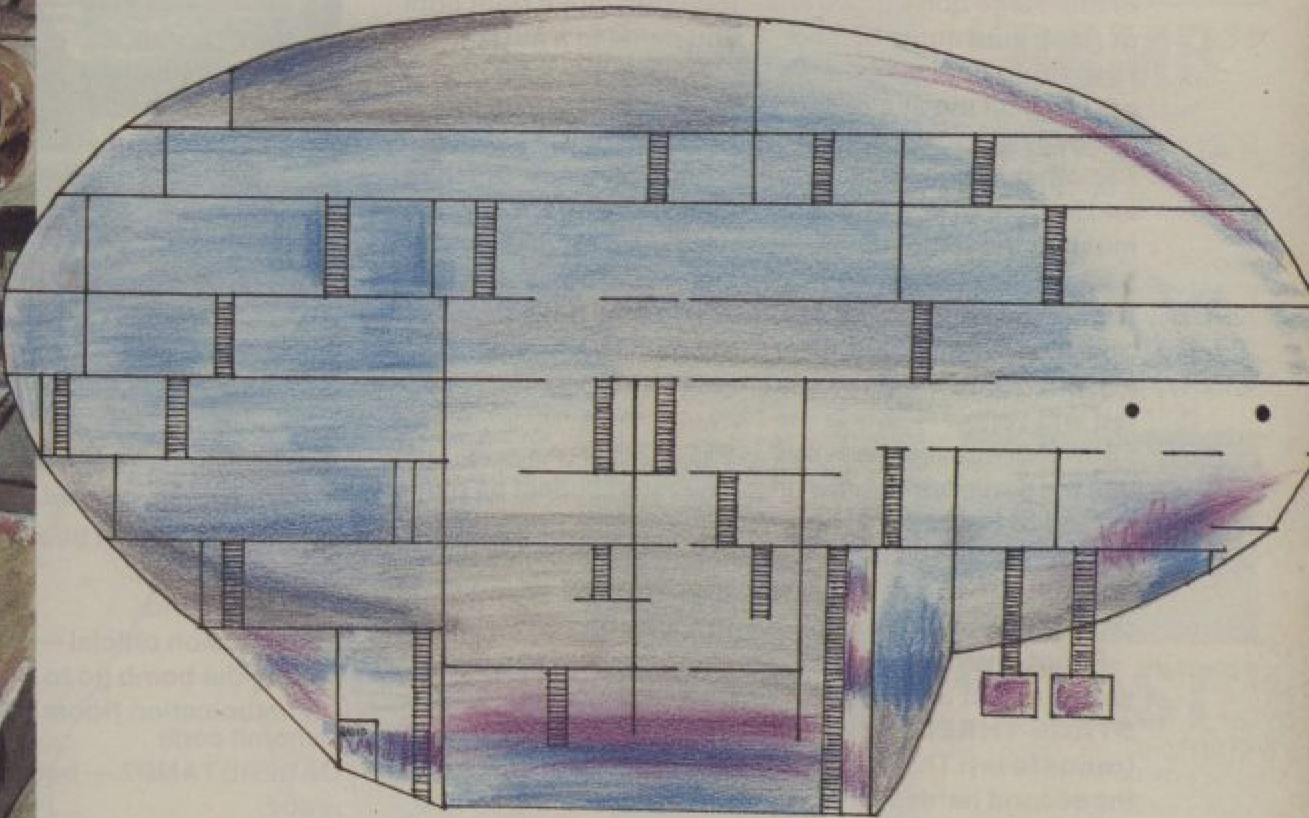
INDY MAP

LEVEL 1

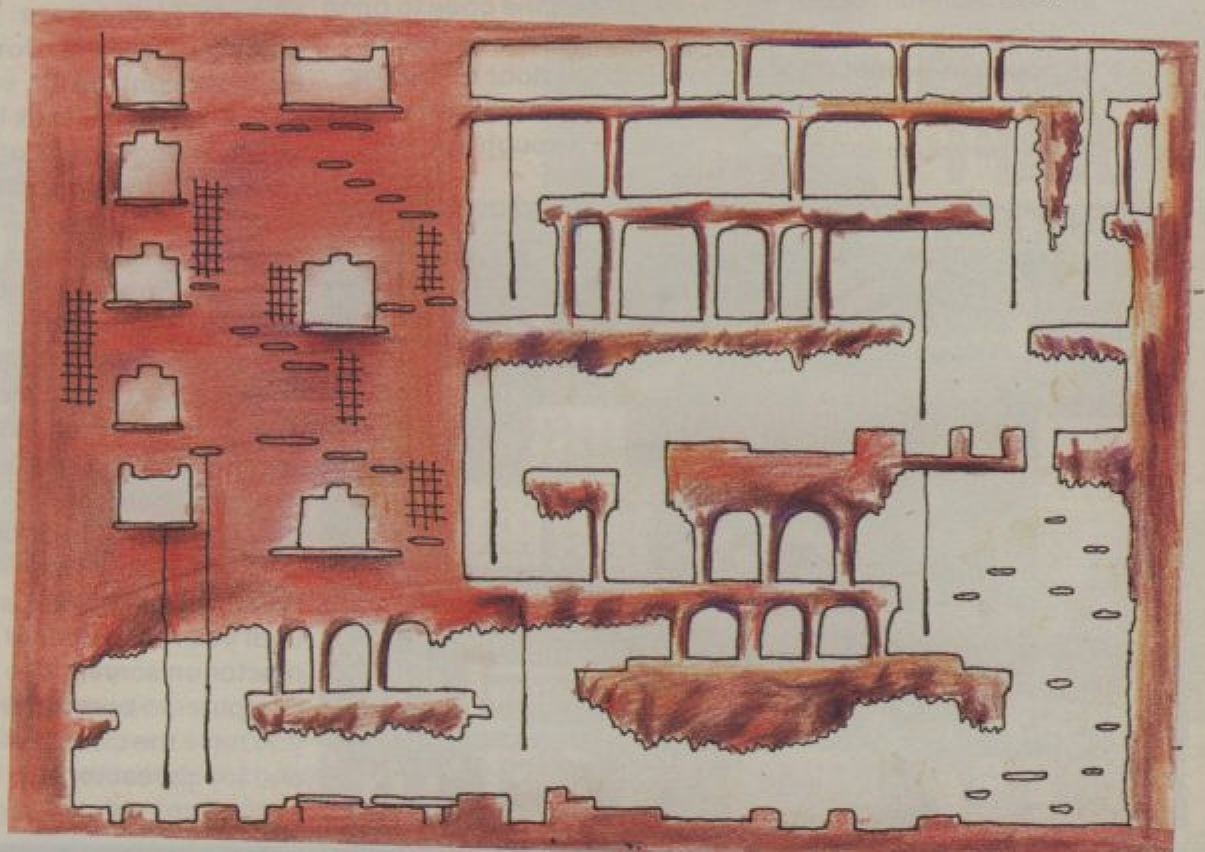


GAME TIPS





3 LEVEL



LEVEL 2

— jump and duck gun shots and shoot. Keep doing this to the end.

STAGE TWO (below surface): At the beginning of this stage don't move left or right. Just move up and keep firing until two sharks are lying on the sea bed.

Move right and shoot at two other sharks behind and in front of you — you must hit the top of their backs. Once these two sharks are lying on the sea bed, move right again. The last shark you encounter is red and yellow — this is the strongest but you must still use the same technique: hit the top of the back of the shark (approx 10 shots needed). When this shark is on the seabed move right.

Shoot divers quickly — you must not touch them.

STAGE THREE (monsters): The Octopi are the second hardest enemy in the whole game. Shoot as many times as possible in the head until it blows up. Pressing fire button, waiting approximately two seconds, then releasing fire button fires two missiles at once, which triples the effect of the missiles.

The hardest monster is the Sea Monster. Shoot this in the mouth as many times as possible — enough to make your hands fall off, anyway. If you don't shoot this monster quick enough, he crushes you in his mouth.

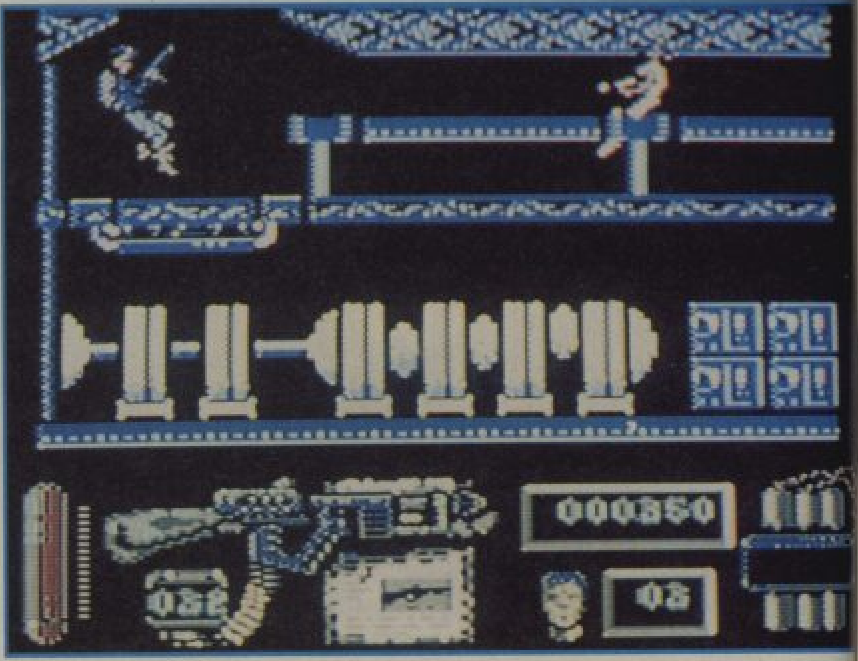
When you've killed this monster, move right until you come to a large submarine — your objective. Move up into the back half of the submarine — you have now finished using disk one. Your password for disk two is: 948411

You now have to re-load the game using opt II for disk two.

DISK TWO

You must collect as much firepower as possible by killing the enemies and stealing their ammunition. Pushing forward when standing next to a dead enemy shows you what equipment/codes you can take. Move the little cursor under object to take and press fire. Equipment might be ammo/fire for Flame Thrower.

1. The first official has the code to stop motors and subs — use computer in the same area you got the codes for this command.
2. First/second machine official has the code to open door — use the computer next to the door of reactor. Touching the reactor after walking through door will automatically start bombs and countdown.
3. First/second transmission official — after setting the bomb go to Communication Room to transmit code OABERBYAMD2 — bomb ready.
4. The captain can do any of the above commands (once).

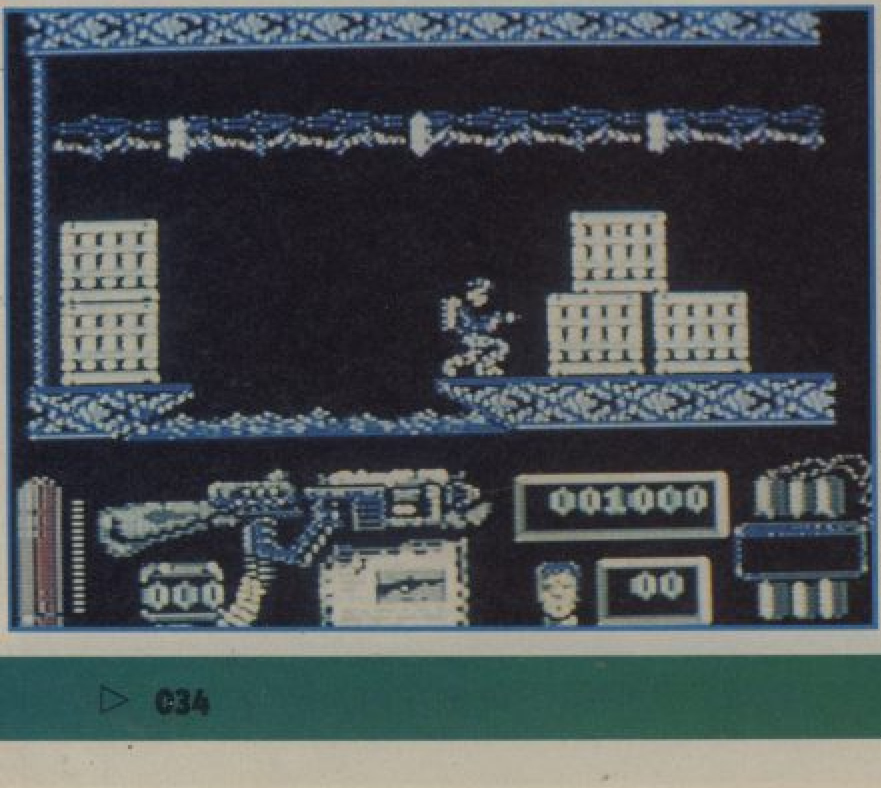


▲ *Navy Moves explained.*

Map to get to the reactor and the end of the game (use submarine map for reference)

Go out of the disposal hatch. Up the first lift you come to. Walk across walkway. Down lift. Down lift. Walk right, up lift, enter door 8. Down lift, walk left, up lift, in door A or B or 9. Go up lift between A and B. Walk left. Enter door D. Up lift on left. Walk across walkway. Down lift. Enter door 3 on right of the screen. Walk right. Enter door 2. Walk right. Enter door 1. Down lift on left. Enter door 4 or 5. Walk left to door 6. Enter door 6. Walk right. Up lift. Enter door 7. Walk right. Down lift. Walk right. Down lift. Walk left until you reach door of reactor on screen. Use computer to open door if you have the code! Enter and touch reactor — a 1:10 second countdown begins for bombs. Go to Communication Room — send message using code on computer — go to control and wait for your friend to collect you. And that's it.

▼ *How do you do that?*



SEGA

RASTAN

K E Buck, Sunderland, Tyne and Wear has some useful information about how to kill the Monsters.

KENOROUS: Keep on the left brick wall. When he comes towards you, jump and attack from above so your sword lands on him. Repeat until he dies.

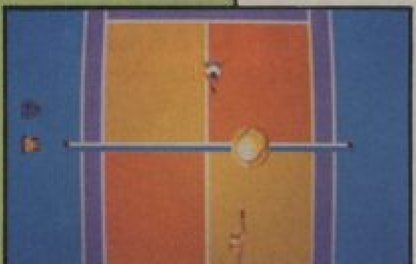
ARYOUS: Go to the extreme left of the screen. When she lands near the edge of the bricks, jump and attack from above and land on her. When she goes up in the air, fire upwards and hit her from below. Repeat until she dies.

SHUKUMAS: He goes to the left of the screen. Follow, then kneel and keep firing at him. He disappears after five seconds and reappears on the right of the screen. Go to him and kneel and fire at him until he dies.

SLAYER: Stand on the left set of bricks. When Slayer lands on the floor, jump and

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Screenshots from Atari ST version



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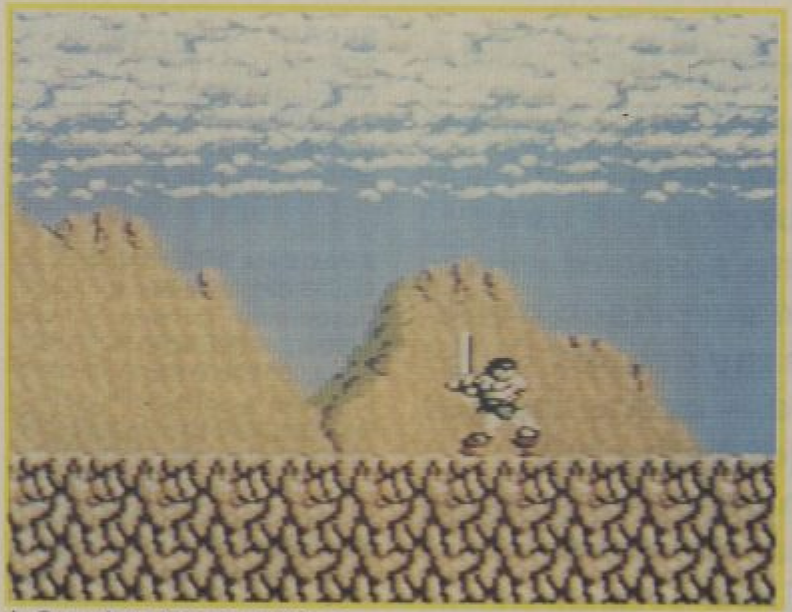
attack from above, then jump onto the right hand set of bricks. Repeat as above until he dies.

FEDORAK: Go to the right hand side of the left hand set of bricks. When it comes close, jump and attack from above so your sword lands on its head. It then turns away and fires at you — duck under these, then jump up and attack from above and then move away. Repeat until it dies.

RED DRAGON: Jump diagonally towards the dragon's head and fire upward, so you hit the side of its head, then walk away. Repeat until it dies.

DRAGON II: Jump from the bricks diagonally over its head, then attack from above so you hit it on its back. Wait until it turns round then repeat until it dies.

When you kill the second dragon, you get the story of what happens after the game, and see some of the best graphics for the Sega Master System yet.



▲ *Complete Rastan Solution.*

LORD OF THE SWORD

Need some help with Sega arcade adventure? Well, look no further than this advice from John Richardson, who lives in Stockton-On-Tees, Cleveland.

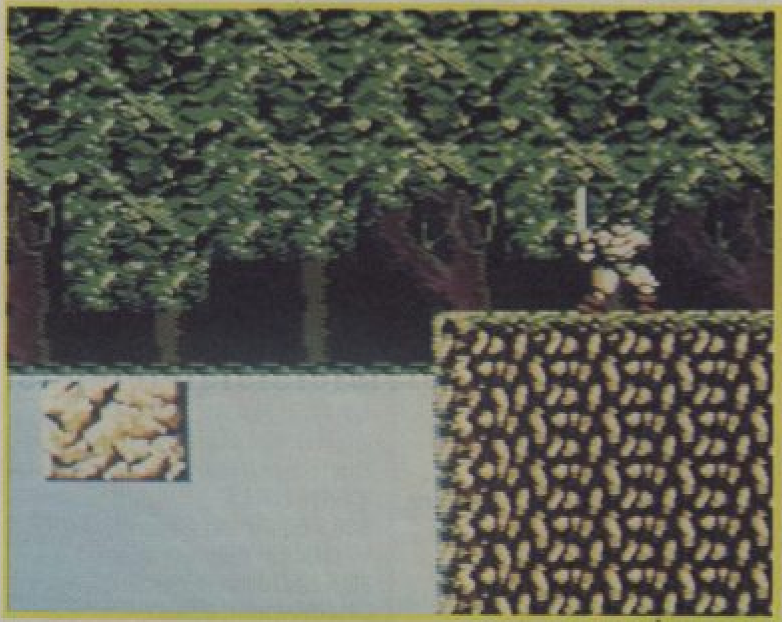
To start with, go to Ulmo forest and talk to the tree person. Follow his advice and go to the Namo Woods for the tree of Marill. To kill the tree spirit, run towards it and jump over the rolling pods. Then crouch down and slash at it with your sword. When it gets close, walk back a bit and try again.

When it dies, go to Ithile and keep visiting the old man until he asks you to kill the swamp spirit. To kill it, keep avoiding it as it flies around, then when it stops, turn to face it. Just keep hacking to kill the warrior and fire arrows at the spirits revolving mirror until it dies.

When you return to Ithile, you're given a magic bow which comes in quite handy. Next stop Lindon. Keep going into the house until he tells you what happened to his daughter. The huge pirate is a bit of a problem. Firstly, avoid his flying sword, then walk through the water to the edge of the screen where his cave is. Stand with your back to the right hand side of the screen then jump up onto his island.

You'll probably get hit, but don't worry. If you have done it right, the two sprites merge, so that when you fire an arrow, it will hit him and bounce back onto you. Strangely enough he will always miss you with his sword, leaving him a sitting duck. Once he is dead, it's off to the Elder Castle.

▼ *How do you hack the baddies?*



Now comes a tough fight with five castle guards:

GUARD ONE: Try and pin him against a wall and get in as many hits as you can whilst he's trapped.

GUARD TWO: The one with a stone hammer. When he gets close, jump and attack. With luck, his hammer will miss you.

GUARD THREE: When he tries to kick you, jump and when he walks away hit him in the back.

GUARD FOUR: He's small but tough, jump to avoid his missiles.

GUARD FIVE: As he approaches you, press up/right to jump over him, but before you land press down/left and the sword button simultaneously. This should result in you turning round in mid-air and slashing the back of his bonce! Watch out though, it takes a bit of practice.

When they're all dead, the king will give you a herb to bring the evil statue to life. Next you must visit the man in Dwarl until he tells you to go north to find Fire Mountain. Ignore what he says about extra weapons — you'll soon get a magic word. There is no tactic to defeating the monster of fire mountain, but try jumping to avoid the jets of flame. Next, go to Amon and get that sword I was telling you about.

After that, a visit to Pharazon should reveal a secret path to the Balala Valley where the goblin lives. It shouldn't take too long to find your way through his castle and he is quite easy to kill. To defeat the skulls, stand in the middle of the screen and hack in random directions like crazy — crude but effective!

To kill the goblin simply jump over the rings he fires and shoot him with arrows. He soon dies and you can collect the magic arrows and get out as fast as you can.

Next you must kill the evil statue which is found at Mt Ozgul. The herb you got earlier will bring it to life. Shoot arrows at its torso to kill it and jump to avoid the snakes and laser beams.

Next stop is Harlin Castle where the king tells you to go to the Shaghart. Find your way through the maze and you will meet Ra Goon himself! I won't reveal how to kill him because it would spoil the surprise.

HIGH SCORES

Welcome to The Official UK Computer Highscore Table. Scores are coming thick and fast, and records are being broken all over the shop — including some of mine (boo)! Mind you, I'm surprised none of you have beaten my crappy Arkanoid highscore — come on, get playing! If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.

SEGA

ACTION FIGHTER
1,096,930 Paul Stokes, Aberdare, Wales
AFTERBURNER
8,676,300 Paul Cayzer, Widnes
ALEX KIDD (LOST STARS)
110,600 Peter Ramdine, Stafford
ALTERED BEAST
483,500 Christian Circou, Chessington
ASTRO WARRIOR
1,125,400 Paul Cayzer, Widnes
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
802,850 Sherif Salama, Egypt
BLACK BELT
1,040,700 Thomas Jones, Farnham
BOMBER RAID
802,700 Jason Mara, London
CHOPLIFTER
861,000 David Barden, Norwich
DOUBLE DRAGON
481,600 David Barden, Norwich
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
154,050 Jonathan Dusheiko, Pinner, Middx
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
272,850 Owen Slater, Kirkby-in-Ashfield
HANG-ON
4,725,410 Simon Fletcher, Stoke
KENSEIDEN
118,100 P Hudd, Stroud, Glos
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare, Wales
QUARTET
2,894,010 Jon Evans, Walsall, W Mids
RAMBO III
64,000 Mark Dusheiko, Pinner, Middx
RAMPAGE
851,600 David Barden, Norwich
RASTAN
381,000 Nicholas Ball, Stoke-on-Trent
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
2,207,400 Simon Kidson, Petersfield
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
957,740 Graeme Little, Carlisle
SPACE HARRIER
29,998,720 Jon Evans, Walsall, W Mids
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough, N Hants
THUNDERBLADE
2,594,000 Owen Slater, Kirkby-in-Ashfield
WONDERBOY (MONSTERLAND)
7,657,180 William Wong, Chapel, Stockport
ZILLION II
352,100 Ian Houghton, Burbage

NINTENDO

CASTLEVANIA
999,999 Lee Watkins, Bristol
KUNG-FU
524,330 Paul Vickers, South Wirral
GRADIUS
12,670,000 Julian Rignall, C+VG
PRO-AM RACING
265,388 Mike Carless, Exeter
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
151,000 Leigh Baigent, London

PC ENGINE

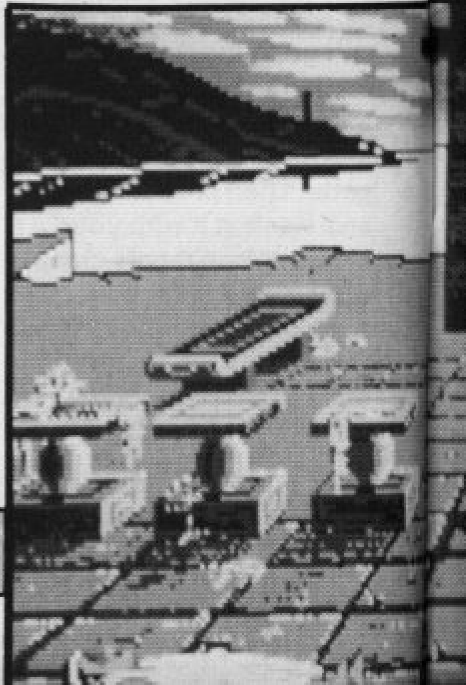
ALIEN CRUSH
79,080,400 Onn Lee, Nottingham
CHAN AND CHAN
869,250 Jeff Lewis, Birmingham
DRUNKEN MASTER
999,999 Tony Lorenzo, London
DRAGON SPIRIT
640,000 Robert Zengerle, London
FANTASY ZONE
124,300 Duncan Terrett, Cheltenham, Glos
GALAGA 88
1,319,740 Julian Rignall, C+VG
GUNHED
1,780,300 Julian Rignall, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
R-TYPE
973,300 Onn Lee, Nottingham
SON SON II
208,300 Dave Rose, Boreham Wood
SPACE HARRIER
26,850,000 Martin Harris, Burton-on-Trent
TWIN HELI
936,700 Julian Rignall, C+VG
VIGILANTE
18,520 Duncan Terrett, Cheltenham; Glos ▸

C64

ARKANOID
357,400 Brian O'Dowd, N Ireland
ARMALYTE
30,367,400 Danny Gleghorn, Worksop
BOMBUZAL
117,330 Stig Serjersen, Herning, Denmark
BLASTEROIDS
1,244,650 Richard Wyatt, Pontycymer, S Wales
BUBBLE BOBBLE
4,000,150 Richard Wyatt, Pontycymer, S Wales
DALEY THOMSON'S CHALLENGE
10,260 Tony Repo, Helsinki
DRAGON NINJA
73,375 Robert Metcalf, Abingdon, Oxon
GREAT GIANNA SISTERS
91,580 Stig Sejersen, Herning, Denmark
IK+
308,000 Roberto Sporkslede, Holland
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
OPERATION WOLF
426,259 Eelco Hoogeueen, Alphen, Holland
PACMANIA
689,940 James Paul, Bridgewater, Somerset
R-TYPE
424,640 Jason Haynes, Victoria, Australia
SALAMANDER
240,900 K Mackay, Marsa, Malta
SILKWORM
299,600 Iain McLauchlan, High Wycombe
THUNDERBLADE
1,400,000 Brian O Dowd, N Ireland

ST

AFTERBURNER
31,540,000 Louis Moloney, Birmingham
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants



HIGH SCORES

ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
353,330 Daniel Vye, Brighton
BAAL
163,450 Stephen Simpson, Otley
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
13,300 Daniel Vye, Brighton
BLASTEROIDS
1,220,800 Julian Rignall, C+VG
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol
IK+
205,100 Niklas Aronsson, Sweden
IKARI WARRIORS
28,000 Daniel Vye, Brighton
LED STORM
806,950 Richard Davis, London
OPERATION WOLF
118,350 Daniel Vye, Brighton
OUTRUN
Richard Davis, London
PACLAND
58,300 Daniel Vye, Brighton
RETURN OF THE JEDI
126,955 Ian Pinder, Pudsey
ROBOCOP
394,010 Jim Robertson, London
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
4,919,000 John-Paul Brazier, Walsall
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,368,490 Paul Livesey, Stockport
SUPER HANG-ON
30,142,856 Kenneth Ritchie,
479,000 Giles Taylor, Eastleigh, Hants

SPECTRUM

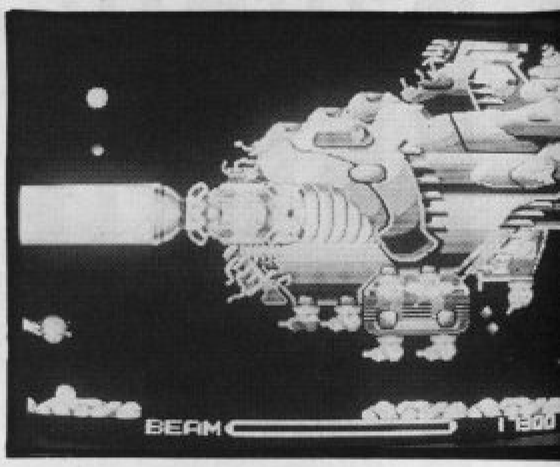
AFTERBURNER
59,555,000 John Bristow, Erith, Kent
DOUBLE DRAGON
112,040 Robert Preston, Warley, W Mids
WEC LE MANS
211,500 David Crosby, Isle of Wight
DRAGON NINJA
938,000 Paul Bristow, Erith, Kent
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
LAST NINJA II
246,870 Robert Preston, Warley, W Mids
OPERATION WOLF
444,540 Ben Smythe, Codsall, W Mids
OUT RUN
20,754,240 Robert Preston, Warley, W Mids



ROBOCOP
1,432,010 Patrick Duffy, Redcar, Cleveland
ROLLING THUNDER
103,680 Robert Preston, Warley, W Mids

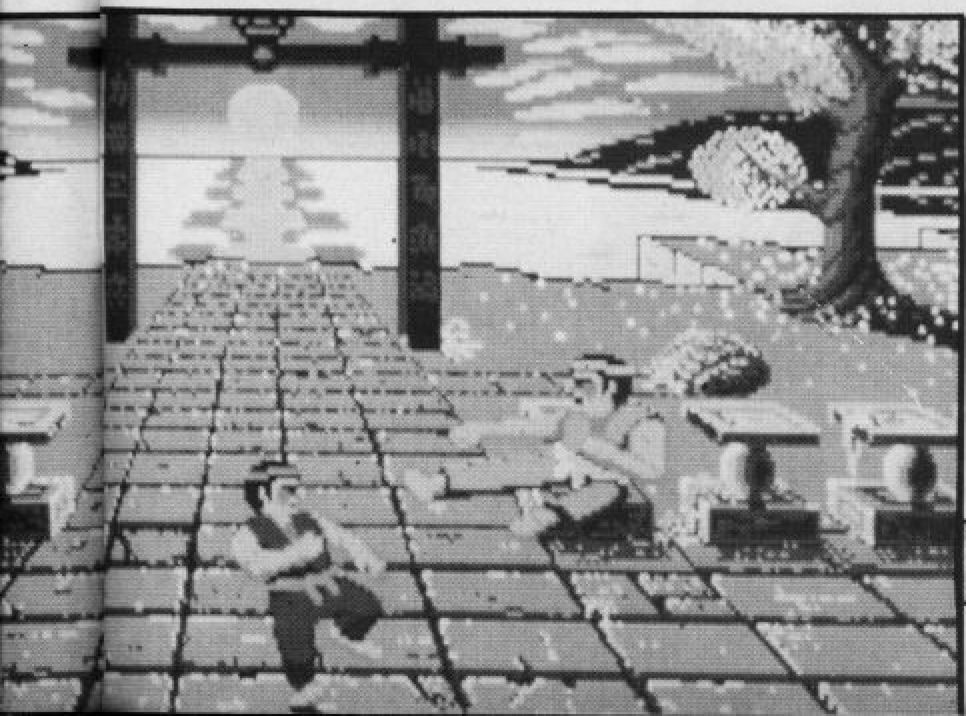
AMSTRAD

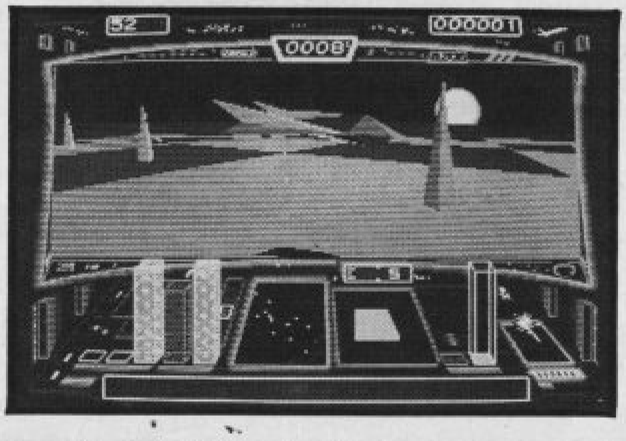
AFTERBURNER
22,312,020 David Crosby, Isle of Wight
BARBARIAN II
23,570 Neil Franklin, Swanley
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
123,760 R McDonald, Thurnby, Leics
CRAZY CARS
6,771,560 Phil Lloyd, South Wirral
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
119,000 Miles Wilkes, Ashford, Kent
GRYZOR
990,000 P Tarling, Bishop's Stortford
OPERATION WOLF
447,350 Paun Giunman, Harrow, Middx
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,386,200 R McDonald, Thurnby, Leics
SOLOMON'S KEY
Paul Cayzer, Widnes
SORCERY PLUS
57,350 Nik Mills, Walsall
THUNDERBLADE
618,510 Richard Davis, London



AMIGA

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12,383,910 Stephen Watson, Darlington, Co Durham
DATASTORM
189,080 Julian Rignall, C+VG
DENARIS
53,900 Peter Evans, Horsham
HYBRIS
1,856,275 David Parkinson, Wakefield
LED STORM
560,838 Steven Howard, Lowestoft
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
4,550,430 Allan Black, Desborough, N Hants
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
SILKWORM
750,100 Andrew Rowley, Billericay
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
355,750 Carl Bates, Woolwell, Plymouth
TEST DRIVE
37,072 Khaled Issa, Sharjah, UAE
TEST DRIVE II
81,230 Khaled Issa, Sharjah, UAE

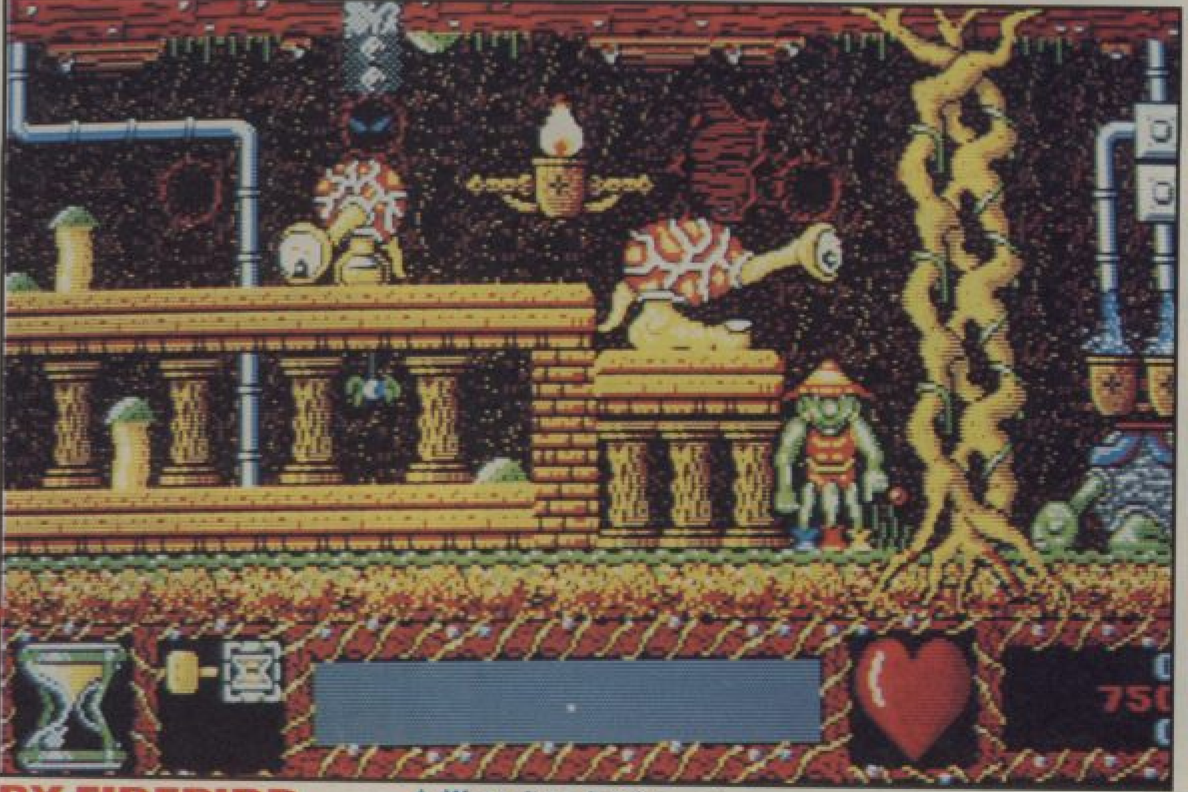





CAPTAIN LIGHT
V
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Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
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The normally green and pleasant tree world of Dendra has been invaded. Not by Commies, Capitalists or even cute teddy bears, but by something far worse: vermin.

Seeing as arboreal flora can't protect itself against such an onslaught, Jake the three-legged, big-nosed Verminator has been called in to wipe out all known infestations. He's initially equipped only with a trusty hammer and enough cash to buy a couple of items from the local shop: grabbing hold of a teleport pass and catapult, he begins his battle against the mutant infiltrators.



▲ *Worra lorra leggies.*

VERMINATOR

BY FIREBIRD

Dendra is divided up into regions of push-scroll screens. These areas are all populated by some pretty nasty opponents: dangerous plants and animals, muggers, policemen and debt collectors, all of whom deplete your energy rapidly on contact.

Extra weapons can be bought with money, including medi-orbs (which give you three lives), a mushroom sack to collect valuable poisonous fungi and more weapons than you could shake a third leg at.

Some weapons are more effective than others at killing the vermin — and the better the weapon, the more readies you need. Unfortunately, you can only carry four items at once, and selling them back to the shopkeeper only rewards you with half the money you spent — so choose carefully.

Cash can be gained in several ways. You can go and gamble in a casino, where you've got a choice of dice, blackjack or a fruit machine; you can borrow some from a bank or loan shark; you can sell possessions; or, if you wait till the end of the week, you're paid a measly wage. Muggers will relieve you of all the money you've got unless you pummel them to death with the nearest available weapon.

After each seven days' vermin-bashing you're given a progress report. From here you can save the game position and read all the mail and messages you've received, which includes valuable information on the kind of vermin that will be abundant the following week, and the best way of killing them.

Verminator isn't original by any means, and it takes a lot of effort to get into. The vagueness of some graphics and the lack of adequate sound effects means you sometimes lose energy quickly without realising it.

Dendra is a large world and provides enough fodder for mappers to drool over, but exploration can become a chore because of the lack of variety between screens. The action does get more enjoyable with better weapons, and the gambling house is a fun way to fritter away your money, but the action is a bit too slow and repetitive to offer much lasting interest.

GORDON HOUGHTON

▼ *Bash the vermin.*



UPDATE

Other versions are planned, but there are no details at present — we'll keep you posted.

ST £24.99	
GRAPHICS	69%
SOUND	44%
VALUE	59%
PLAYABILITY	60%

The bank, mobsters, casino, shops and weekly reports add variety to dull exploration, but it's ultimately just another arcade adventure. Fun for a short while only.

OVERALL	61%



▲ What's in the cave?



▲ Oo-er! Looks a bit creepy.



▲ A hideous monster awaits.



▲ Open the gate to freedom.



▲ *Tusker.*

BY SYSTEM 3

As far as I remember there hasn't been a computer game that features elephants to any great extent, so *Tusker* is a real ground-breaker in the field.

In it you play a rugged Indiana Jones type whose explorer dad has just popped his clogs on the road to the legendary Elephant's Graveyard. You've decided to follow in your father's footsteps, and search a flip-screen version of the wilds of Africa for this hoard of priceless ivory.

On the C64, the game comes in three-part multiload form, starting with you somewhere in the desert. There's sand, sand, sand as far as the eye can see, but the place is teeming with sword-wielding Bedouins and zombie tribesmen, who, for reasons known only to themselves, would like nothing better than to make Explorer Cous Cous from your guts. Every time you're wounded by their clubs and pointy sticks, you lose pixels from a jar of blood in the status area to show that you're getting a little nearer to your maker. However, being well-versed in the art of fisticuffs you can punch and kick most assailants until they're just a pile of bones in the sand.

Tougher situations call for tougher weapons, and there are a flippin' load of those lying around the place. Seriously tooled-up explorers don't walk the savannah unless they've got a dagger, machete and long-range weapons like a sling and pistol in their armoury. You can hold a full complement of weapons simultaneously, and select one by highlighting it in a weapons box at the top of the screen.

Reaching the Elephants' Graveyard is a test of brains as well as brawn, though, and you have to keep an eye out for useful objects which might be of use further on in your adventure. Water flasks keep you alive in thirsty moments, but there are a host of magical artifacts which are



▲ *Make a map.*

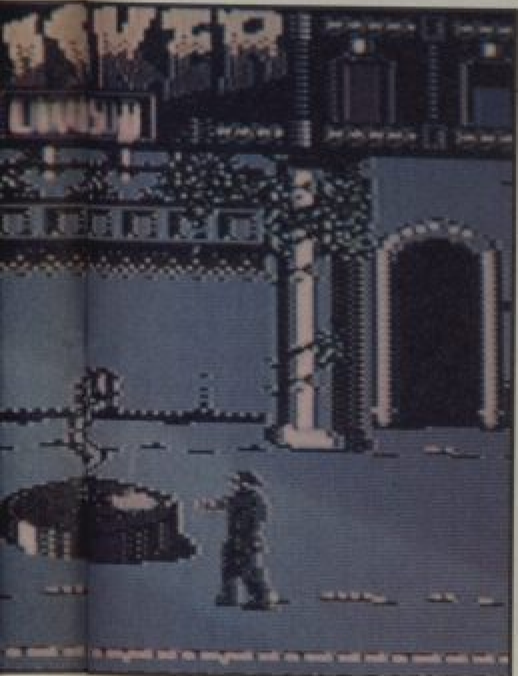


▲ *Bash the enemy.*

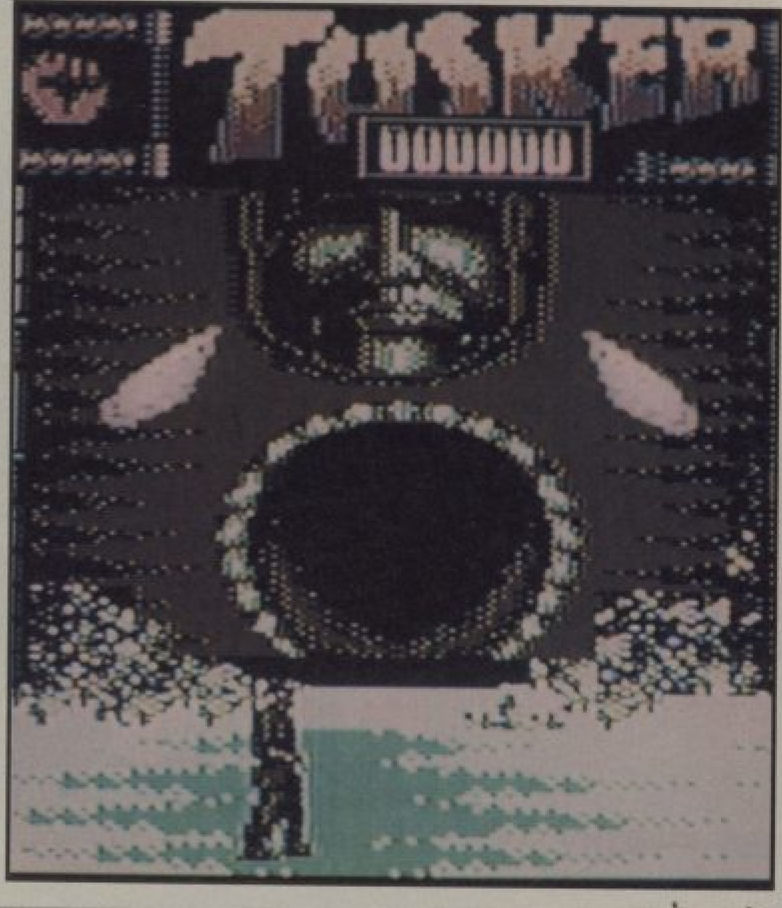
USKER

what you need to get through the jungle village and the temple in the second and third loads.

In the later levels you're faced with adversaries far more dangerous than the fencing



▼ *Watch out for those tears.*



sheikhs. The second load features giant bouncing skulls, weeping idols with deadly tears and giant marsh monsters which spring out of the ground, give you a good kicking and then spring back down.

The third load is a sort of "Land That Time Forgot" affair, in which you have to duck swooping Pteranodons and avoid hungry water dinosaurs and even giant carnivorous plants!

The definition of the graphics for these beasts and the jungley backdrops is excellent, and the hero of the piece, a stubble-chinned specimen of spritehood with the lope of a man half-knackered, is impressive.

A bit cf variety always makes a game a bit more interesting to play, and *Tusker*'s multitude of different scenes help lend the gameplay that variety. You can be wading through an underground river, dodging crocodiles one minute, and duffing up tribesmen in ancient temples the next, which isn't a particularly nice way to behave, but it's quite good fun. The puzzley bits combine nicely with the hitting-people bits to make a game that plays very similarly to The Last Ninja duo. And considering how playable those two were, I'd say System 3 were onto another winner.

UPDATE

Versions for Spectrum, Amstrad, Amiga and ST are in the pipeline. They should all feature the same gameplay, though, as the early Amiga screen shot on this page shows, the 16 bit versions will at least look the smartest of the bunch.

C64	£9.99
GRAPHICS	82%
SOUND	71%
VALUE	80%
PLAYABILITY	84%

Last Ninja meets Indiana Jones in an adventurey beat 'em up par excellence.

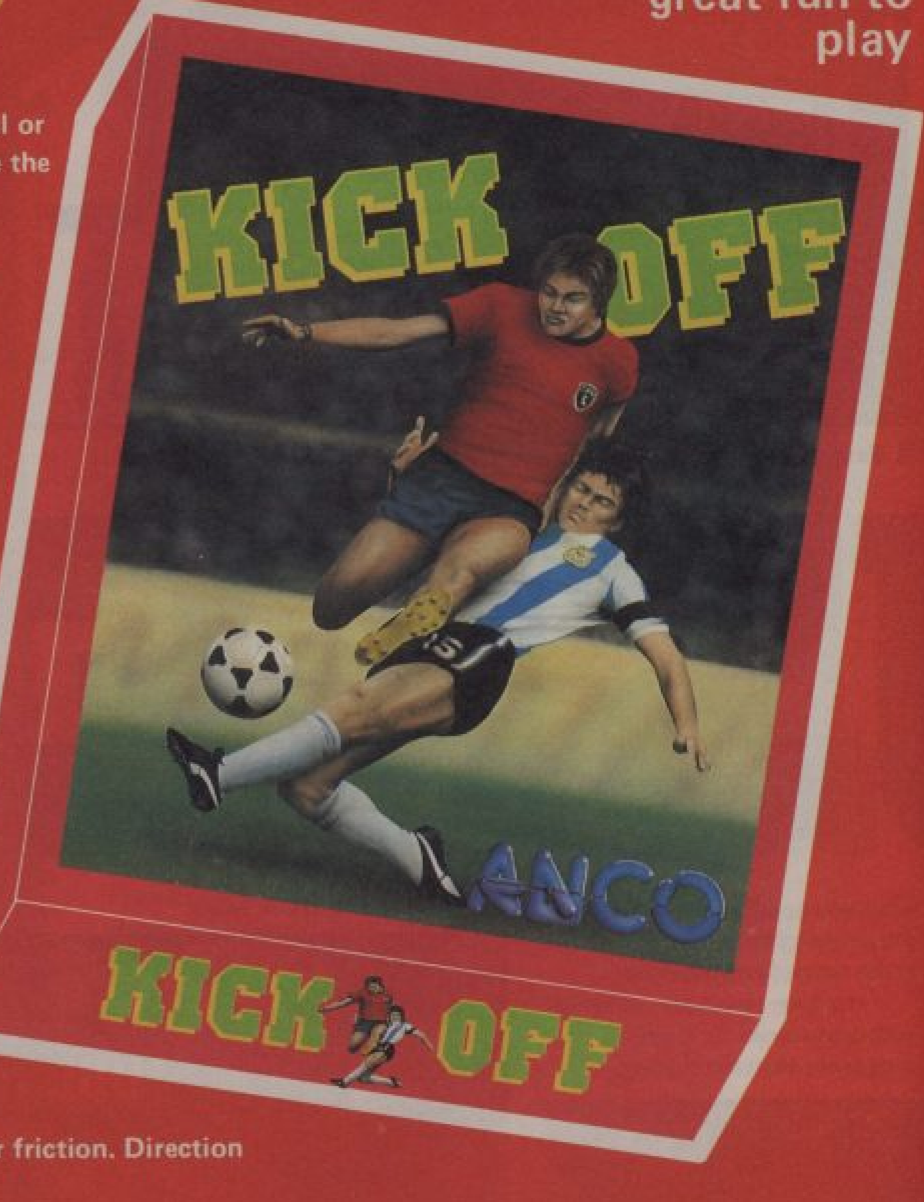
OVERALL 83%

KICK OFF



BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY

A Soccer Simulator which is not only accurate and realistic but is also great fun to play



Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.

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* 5 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of no hopers. A super human test of skill and concentration.

* One or two players option. * 4 distinct tactics.

* League competition for 1 to 8 players. Load and Save League facilities.

* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

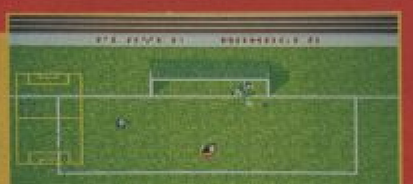
* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.

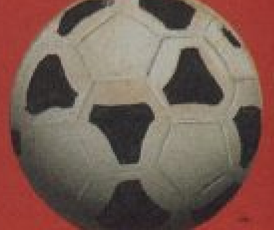
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PLAYING IT IS EASY
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VROOOM

WIN A £250 RADIO CONTROLLED CAR WITH MICROPROSE

Did you see the Stunt Car review last month? It's a fab game, innit? Microprose are pretty chuffed with it too. In fact, they're so pleased they've decided to get together with us and organise this fab comp. On offer to the lucky winner is an amazing radio controlled stunt car, worth over £250!

And that's not all. There are also ten runners-up prizes of mini motorized stunt buggies and Microprose software goodie-bags! Brill, eh?

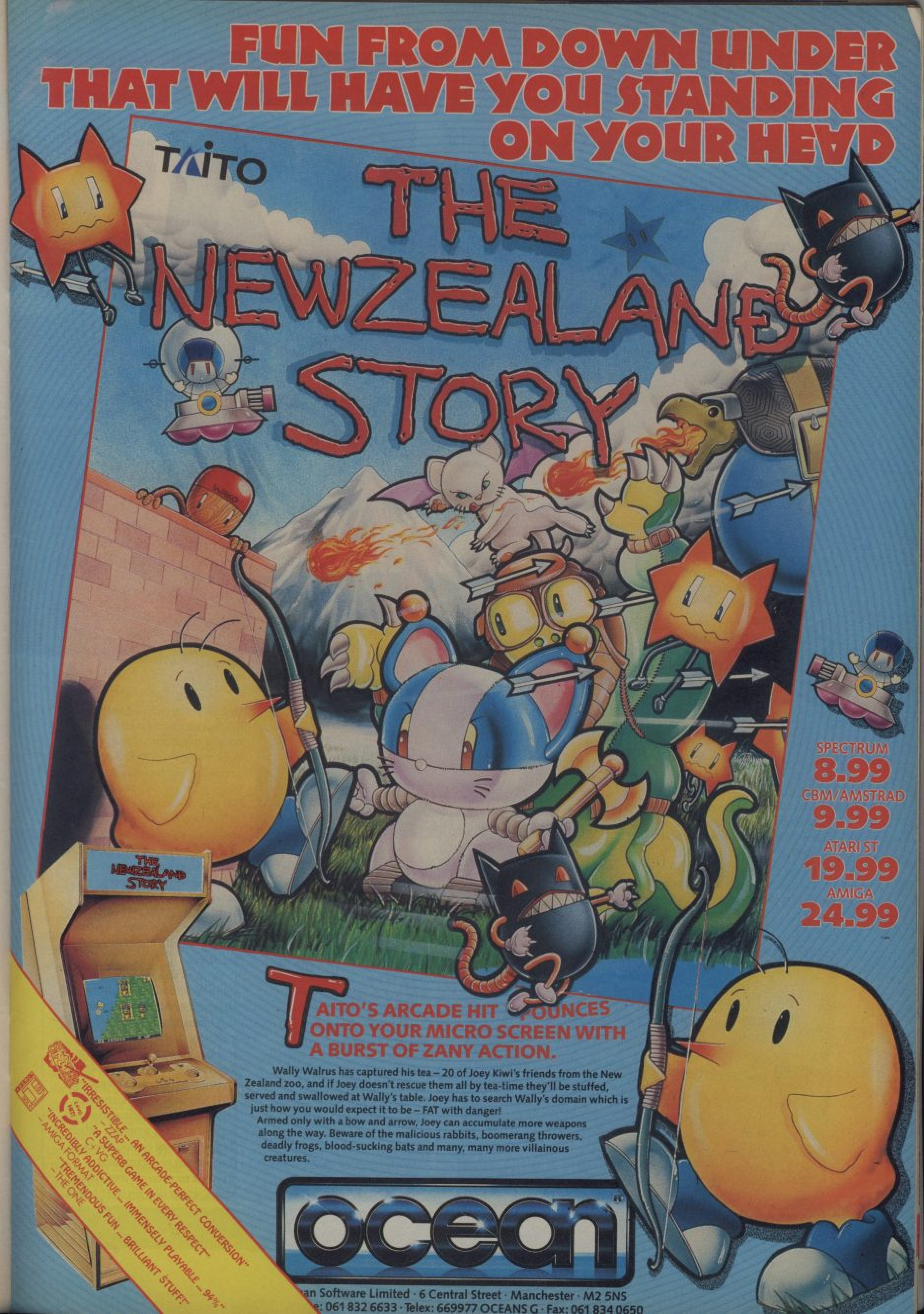
So what have you got to do? Well, we want you to design your very own stunt car. Put your thinking cap on, get out your finger paints and crayons and draw us an utterly fabbo car. It can be as outlandish as you like — it could be a stone age rockmobile, a futuristic nuke 'em vehicle or just a splendiferous turbo machine. It's up to you. If you're a cruddy artist, don't worry. It's interesting design we're looking for, not nifty brush techniques.

When you've finished your masterpiece, write your name and address on the back and pop it in the post to: FLIPPIN' HECK WATCH OUT GRANNY YOU NEARLY WENT UNDER THE WHEELS OF MY AMAZINGLY FAST MEGA MACHINE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date is September 16th, so you've got loads of time to do your picture.

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Armed only with a bow and arrow, Joey can accumulate more weapons along the way. Beware of the malicious rabbits, boomerang throwers, deadly frogs, blood-sucking bats and many, many more villainous creatures.
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BY ACTIVISION

DYNAM DUX



▲ *Watch out for the springy fox.*



▲ *Cows of doom!*

There have been some strange video games, but I don't think I've ever encountered anything as outrightly bizarre as Dynamite Dux. I don't know what sort of acid-casualty freako thought up the game, but I wouldn't be surprised if he could be found gibbering in a padded cell every full moon. . .

I mean, can you believe a game that casts you as a cute Woody Woodpecker lookalike who strolls through town punching the shinola out of savage bouncing sausage dogs, sproinging moose heads, rabbits on springs and marauding gangs of field mice?

But even though its got a weird factor of about seven million, it's brilliant fun to play. Here's why. . .

The original coin-op made a brief appearance in one particular London arcade last year, and I played it solidly for four days before it was taken away, never to be seen again. "Boo hoo" said I, 'cos it was a great game. Well, Activision have bought the computer rights, so at least you can play this coin-op rarity in the privacy of your own room.

The game casts one or two players in the role of Woody Woodpecker clones, and the idea is to simply bash your way through six horizontally scrolling levels of action.

Along the way there are a wide variety of wild 'n' wacky weirdo enemies which attack the dux on sight and attempt to reduce their energy bars to zero, which means duck death. The dux can defend themselves, though, by punching an oncoming baddie in the mush. Keeping the fire button depressed for a couple of seconds makes the duck swing his arm like a propeller and he lets rip with a mega punch with a massive fist the size of himself! POW!!

There are only two combat moves (it's a shame there aren't more), but the waddling duo can also pick up extra weapons, including flame throwers, bowling balls, happy, smiling bombs that go BOM! when they land on a baddie, water pistols, homing missile launchers and bazookas.

With all this weaponry, the game sounds like it might be easy. No chance! Along with the regular baddies I've already mentioned, there are also combat foxes that fire mortar shots and SAM missiles, alligators on pogo sticks, moles wearing hard hats, ninja foxes, rocket-boosted cows, skating dogs and pigs on trolleys amongst other things! They all hound the duxs throughout the game and attempt to provide maximum hassle, especially on later levels.

▼ *Bazooka time!*



AITE



on their webbed toes.

The only moans that I've got about this conversion is that it plays just a little bit on the slow side (although much of the time you don't really notice, especially when a gang of nine formation-bouncing dog heads come springing around a corner) and the lack of combat moves, which might prove nigglesome to fans of other fighting games like Double Dragon.

That aside, Dynamite Dux is a highly enjoyable and very challenging beat 'em up which is destined to gather a cult following.

JULIAN RIGNALL



▲ *Double dux.*

And there it is: a simple, lovely-looking, outrageously weird, yet strangely cute alternative beat 'em up. It's great fun to play, especially with two players, and there's loads of action to keep the toughest dux

UPDATE

Dynamite Dux will be released on the Amiga and all 8-bit machines. The Amiga will boast beefed-up sound effects and a better soundtrack, and the 8-bits will have less impressive graphics than the ST, but will retain much of the gameplay.

ST	£19.99
GRAPHICS	85%
SOUND	82%
VALUE	81%
PLAYABILITY	86%

Weird and wonderful cute beat 'em up with a wonderful sense of humour, marred only by a lack of different combat moves. There's plenty of action though, and it's all highly enjoyable.

OVERALL	82%



▲ *Aaagh! Formation mooses!*



▲ *Yikes! Pigs on trolleys!*



▲ *Kapow! Smack 'em in the head.*

▼ *Put out the big baddie with water pistols.*




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Microstyle is the new software label. The new option for those who demand fun, excitement and challenge from life.
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RAINBOW WARRIORS

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MicrO-Style

GAMES FOR ADULTS

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▲ *Super Nashwan — all weapons active.*



▲ *Seconds later they've run out. Oops!*



▲ *Single shot fire — not what you want!*



At last it's here! After months of speculation and prepublicity (cynics have called it "hype"), those programmers with Speedballs, the Bitmap Brothers have finished their magnum opus — and I'm happy to report that the wait was 100% worth it.

As you must know by now, *Xenon II — Megablast* is a vertically scrolling shoot 'em up with bolt-on extra weapons to help keep those aliens extra warm. There's no plot as such, but play is set over five beautifully-drawn, full-screen, multi-speed, bi-directional, parallax scrolling levels, each of which takes its graphical inspiration from a different evolutionary epoch.

Your little spaceship starts the game winging its way through the undersea world of the Cambrian era, when the Earth was populated by sea slugs, peculiar shellfish and flat worms which wriggle in and out of coral structures. Subsequent levels take you through an insect-infested forest, a fishy scenario, a land of dinosaurs and finally, a futuristic spacescape populated by robot craft. Sooner or later the monsters all yield to a few bolts of hot photons so pump that fire button and they're history, apart from a bubble that's left behind.

▼ *Confrontation*



In the bubble there's an identifying letter to let you know what you can collect by running into it. Sometimes it's a smart bomb which nukes the entire screen and the nasties in it, but more often than not, it's luvverly cash to line your pockets.

The dosh comes in handy halfway through each level when the weapons shop appears. When you enter this section you're faced with the alien trader who's listening to Tim Simenon's (Bomb The Bass) sampled *Megablast* soundtrack on headphones, suitably filtered to make it sound just like you're



C+VG HIT!

REVIEW

BY IMAGEWORKS



sitting on a bus next to an alien trader playing Bomb The Bass too loud over his headphones.

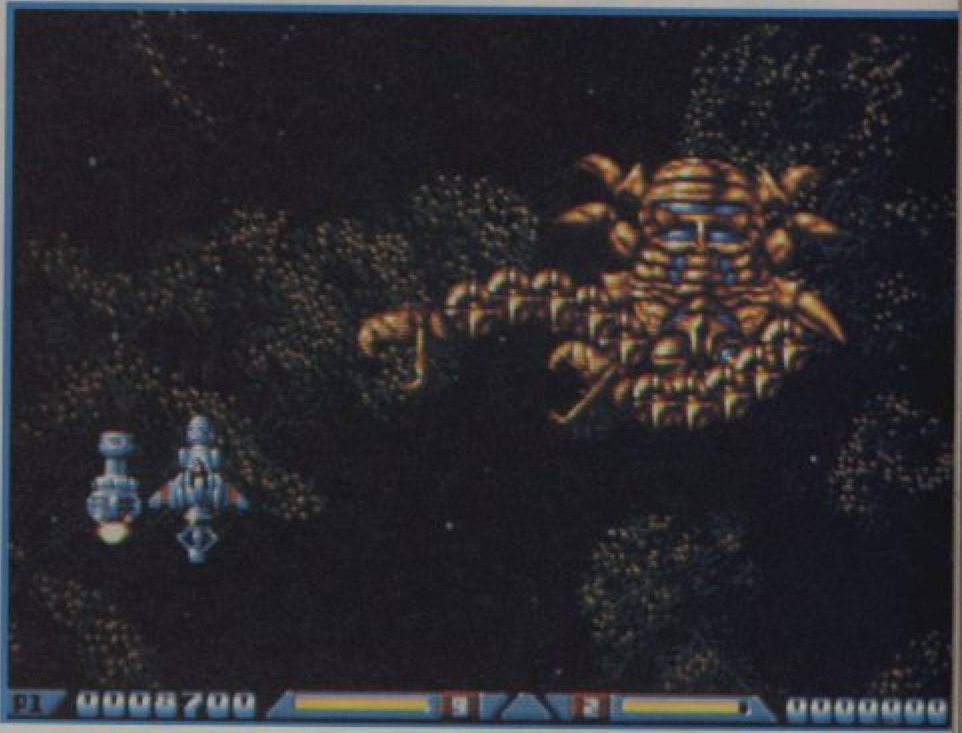
If you've got the dosh, you can pick up a MEEEAN arsenal. As well as the standard stuff there are mines, side shots, multi-firing drone ships, rear and split lasers, homing missiles and drone-mounted super shot cannons, flame throwers and macro lasers. One of the best collectables has to be Super Nashwan Power, which gives you all the weapons for ten glorious seconds of unadulterated blasting.

As well as being able to buy, you can also trade in your old gear for cash, but being an untrustworthy sort of alien, the trader will only give you half of what you paid for them.

For a price the trader will even advise you on what weapons you'd best buy to get you past the huge (sometimes multi-screen) end-of-evel monster sprites.

Overall, *Xenon II* is an impeccable product, and not just because of these gorgeous graphics, or the Bitmaps' technical feats that people were saying the ST wasn't capable of last year. It's gameplay that makes a game like this, and *Xenon II* has bags of that. It's fast, it's fun, it's addictive. Hype? Ha! When the game is this good who needs it?

PAUL GLANCEY



▲ *Hello, ugly.*

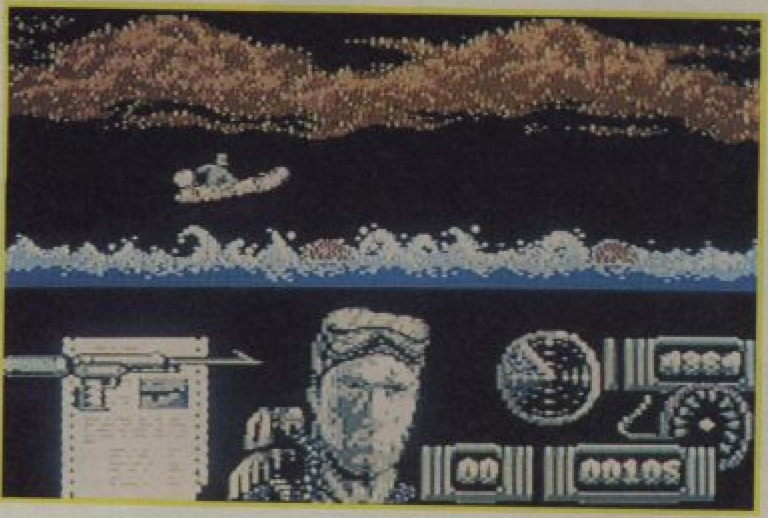
▼ *Grab the bubble.*



AMIGA	£24.99
Using the samples from the recording, David Whittaker has transferred the whole Megablast track into the Amiga version, and the bass line backs the action throughout the game. Utterly superb.	
OVERALL	96%

ST	£24.99
GRAPHICS	97%
SOUND	83%
VALUE	94%
PLAYABILITY	91%
Terrific graphics, sound and gameplay make this undeniably the best blast of its type on the ST. A definite "must buy".	
OVERALL	94%


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NAVY MOVES

Does anyone out there remember *Army Moves?* Even if you don't, this is the sequel which, instead of putting you at the wheel of a cutey jeep pops you into a cutey speedboat and other forms of aquatic transport.

Both games were conceived by Dinamic, a group of programmers big in Spanish software circles. Fresh from a vacation spent flexing your muscles and learning to swim, you're assigned the task of locating (Part One) and destroying (Part Two) the nuclear submarine U-5544 - a mission curiously named Operation Octopus.

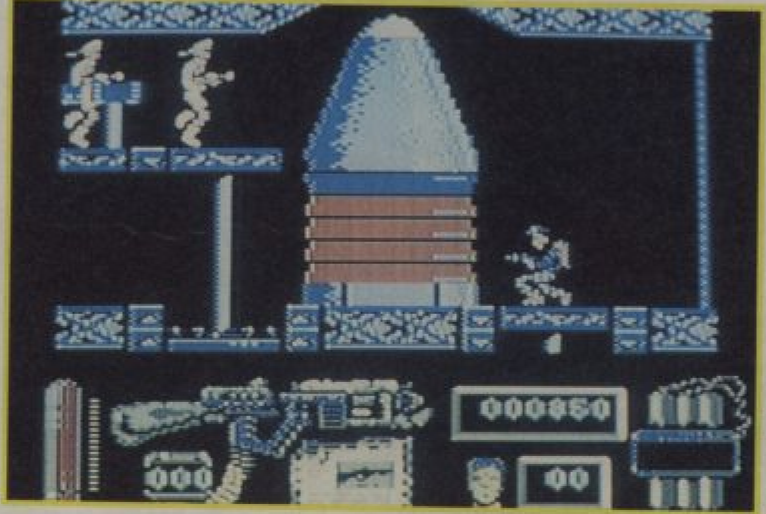
The briefing provides you with vital information on how to deal with the enemies ahead of you, and even gives you a map of the submarine itself. Sounds simple? Not so fast... Part One comprises three sections, each one with a specific type of deadly enemy to combat. The first sees you in a motorboat avoiding mines and bumping off enemies with your trusty United Defence Model II rifle, in much the same way as the jeep section in *Army Moves*. Then it's oxygen tank at the ready as you plumb the ocean depths in a suit of high sensitivity lubricated latex, fending off sharks and scuba-divers in an attempt to locate and capture an enemy bathyscape.

As if this wasn't hard enough, once in the bathyscape you've got to find the sub whilst single-handedly beating up huge octopi hidden in caves and a 1200kg sea monster.

Fortunately, at the end of all this you're given a code for Part Two, so that once you've successfully managed Part One you need never play it again. Inside the submarine the game becomes a little more enjoyable: you can wander around rather than being constantly set back by the linear shoot 'em up action of the First Part. There's just one snag, however: you need codes to open doors which are found only on appropriate officials - for example, to open the door to the base of the reactor, you need to obtain the Machine Official's code (by shooting and searching him) and then transmitting that code to the central computer.

The object is to blow up the reactor and escape alive, and it's made much more enjoyable by the weaponry available to you, particularly the flamethrower which handily roasts anyone stupid enough to come within twenty feet.

Enemies are only useful for a couple of things: codes, target practice and extra fire. It's gratuitous but it's also good fun. If you've bought a Dinamic game before, you'll know what to expect - lots of frustration but plenty of action. The instructions are pretty good, even to the extent of giving you a few handy hints on baddie-bashing; it's just a pity that the graphics are below par and the difficulty level is at the point where the TV goes out of the window.



AMIGA	£19.99
GRAPHICS	75%
SOUND	72%
VALUE	41%
PLAYABILITY	32%

To all intents and purposes the same as the ST, unfortunately. There's just not enough enjoyment for your money.

OVERALL 34%

ST	£19.99
GRAPHICS	73%
SOUND	67%
VALUE	41%
PLAYABILITY	32%

Smarter graphics than the Commodore, but the gameplay is just as tough and frustrating. Recommended only to masochists.

OVERALL 34%

C64	£9.95
GRAPHICS	55%
SOUND	75%
VALUE	59%
PLAYABILITY	29%

Even though there are only four levels the cripplingly tough gameplay means most people will spend hours of frustration completing them. The 64 is capable of much more than Navy Moves has to offer in terms of graphics and sound (despite the decent title tune), and there are many more (better) military games than this.

OVERALL 33%

UPDATE

Navy Moves is available now on all major formats, at a price of 9.95 (8-bit) and 19.99 (16-bit), so you can all suffer together.

THE C+VG CHARTS

AMIGA TOP 20

1	(1)	Populous	EA	94%
2	(11)	Kick Off	Anco	84%
3	(2)	Lords of the Rising Sun	Mirrorsoft	88%
4	(6)	Forgotten Worlds	US Gold	92%
5	(3)	Blood Money	Psygnosis	85%
6	(13)	Silkworm	Virgin	87%
7	(5)	Soccer	Microprose	88%
8	(7)	Gunship	Microprose	89%
9	(-)	Dragon Ninja	Ocean	75%
10	(14)	Millennium 2.2	Activision	88%
11	(8)	Falcon	Mirrorsoft	93%
12	(4)	Lombard RAC Rally	Database	83%
13	(18)	Out Run	US Gold	78%
14	(-)	Run the Gauntlet	Ocean	82%
15	(15)	Sword of Sodan	Gainstar	85%
16	(-)	World Class L'board	US Gold	81%
17	(-)	Personal Nightmare	Horrorsoft	84%
18	(-)	Grand Monster Slam	Rainbow Arts	78%
19	(-)	Balance of Power 1990	Mirrorsoft	80%
20	(-)	Test Drive II	Accolade	90%

A heap of new entries suggests a high turnover of top quality products on the Amiga these days. The top of the chart hasn't changed that much though, apart from the much deserved appearance of Kick Off and Silkworm.

JULIAN'S TIPS

INDIANA JONES AND THE LAST CRUSADE: Judging by the film's reception, both arcade and adventure games have to hit the top.
FIENDISH FREDDIE: Superb graphics and a wacky sense of humour make this circus sports game one to watch out for.
CONFLICT IN EUROPE: Remarkable war game of universal appeal, so it should do well.

OUTSIDE BET

THUNDERBIRDS: Fun arcade adventure, nicely packaged and no strings attached!

Populous and Robocop stay out of trouble in the top spot for another month. Forgotten Worlds, Honda RVF and Battle Chess stride up the chart knocking previous favourites Voyager and Falcon down amongst the new releases.

JULIAN'S TIPS

BLOODWYCH: Could be a big hit with ST role-players.
INDIANA JONES AND THE LAST CRUSADE: The success of the movie should mean deserved success for the game.
LICENCE TO KILL: Nifty film license which must surely make an impact next month.

OUTSIDE BET

KULT: Classy adventure game from across the Channel which is capable of big things.

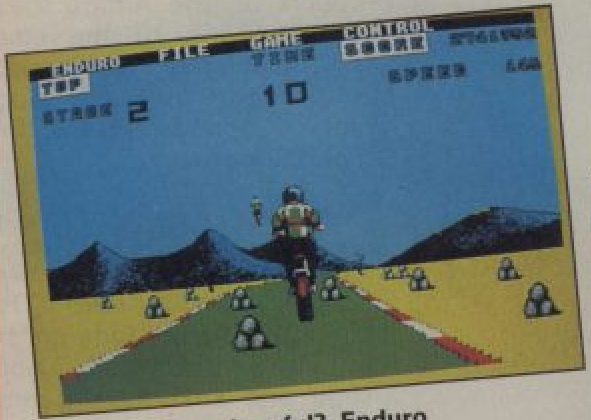
ATARI ST TOP 20

1	(1)	Populous	EA	94%
2	(2)	Robocop	Ocean	90%
3	(13)	Forgotten Worlds	US Gold	87%
4	(3)	Soccer	Microprose	88%
5	(4)	Dragon Ninja	Ocean	81%
6	(15)	Honda RVF	Microprose	80%
7	(14)	Battle Chess	EA	82%
8	(6)	Kick Off	Anco	84%
9	(-)	Silkworm	Virgin	84%
10	(9)	Millennium 2.2	Activision	88%
11	(7)	F16 Combat Pilot	DI	79%
12	(-)	Out Run	US Gold	75%
13	(8)	Falcon	Mirrorsoft	93%
14	(-)	3D Pool	Firebird	80%
15	(-)	Grand Monster Slam	Rainbow Arts	78%
16	(17)	Fun School II	Database	78%
17	(5)	Voyager	Ocean	81%
18	(-)	Personal Nightmare	Horrorsoft	84%
19	(-)	Leaderboard	US Gold	84%
20	(16)	Lombard RAC Rally	Database	83%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

ALL FORMA



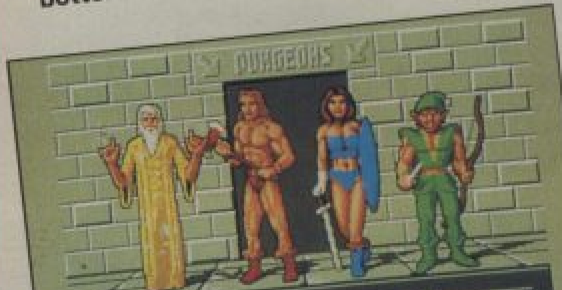
▲Cheap but cheerful? Enduro Racer rides rough-shod over the opposition, straight to number two.



▲Robocop — Nearly six months in the top spot makes it a record-breaker.



▲Silkworm wriggles into the bottom end of the chart.



▲Gauntlet II's new budget price helps earn it a place at number 12.

		GAME	CO
1	(1)	ROBOCOP	OC
2	(-)	ENDURO RACER	HIT S
3	(20)	POSTMAN PAT	ALT
4	(-)	D. THOMPSON'S DECATHLON	HIT
5	(2)	SOCCER	MIC
6	(-)	FORGOTTEN WORLDS	US G
7	(14)	1942	EN
8	(7)	DRAGON NINJA	OC
9	(4)	TREASURE ISLAND DIZZY	CO
10	(8)	FAST FOOD	CO
11	(11)	EMLYN HUGHES SOCCER	AU
12	(-)	GAUNTLET 2	KIX
13	(-)	ARCADE FLIGHT SIMULATOR	CO
14	(-)	ARMY MOVES	HIT
15	(-)	SILKWORM	VIR
16	(10)	RUN THE GAUNTLET	OC
17	(-)	RAMBO	HIT
18	(16)	SHANGHAI WARRIORS	CO
19	(15)	ROAD RUNNER	KIX
20	(5)	TURBO ESPRIT	EN

The record-breaking Robocop seems invincible and 22 weeks after it hit the number one spot, it's still there. Surprisingly, Populous is out of the

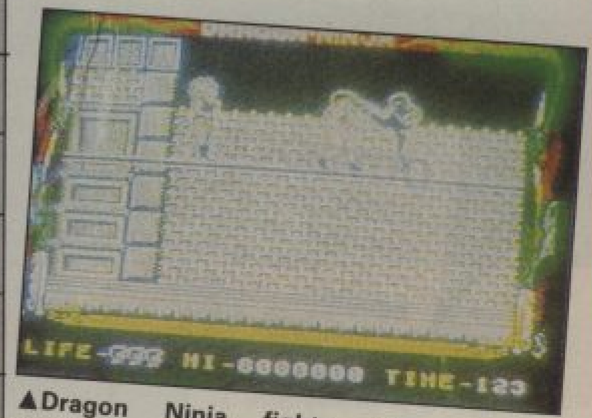
ATS TOP 20

COMPANY	SPEC	AMS	C64	ST	AMI
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	–	–
ALTERNATIVE	●	●	●	–	–
HITSQUAD	●	–	●	–	–
MICROPROSE	●	●	●	●	●
US GOLD	●	●	●	●	●
ENCORE	●	●	●	–	–
OCEAN	●	●	●	●	●
CODEMASTERS	●	●	●	–	–
CODEMASTERS	●	●	●	–	–
AUDIOGENIC	●	●	●	–	–
KIXX	●	●	●	–	–
CODEMASTERS	●	●	–	–	–
HITSQUAD	●	●	–	–	–
VIRGIN	●	●	●	●	●
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	–	–
CODEMASTERS	●	●	●	–	–
KIXX	●	●	●	–	–
ENCORE	●	●	●	–	–

chart, its number two spot stolen by the re-released Enduro Racer. Postman Pat puts his van into overdrive and scoots up 17 positions to number 3.



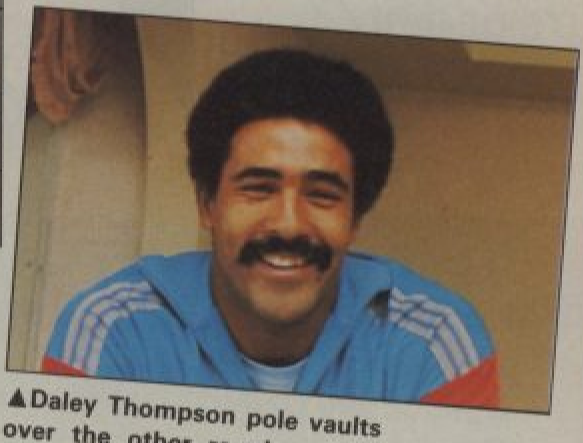
▲Microprose Soccer is relegated to the number five position.



▲Dragon Ninja fights to maintain its position but drops a place.



▲1942 begins its ascent, climbing seven places to number seven.



▲Daley Thompson pole vaults over the other re-releases to fourth place

C64 TOP 20

1	(18)	Enduro Racer	Hit Squad	38%
2	(1)	Robocop	Ocean	84%
3	(6)	Postman Pat	Alternative	79%
4	(16)	League Challenge	Atlantis	78%
5	(11)	1942	Encore	67%
6	(-)	Army Moves	Alternative	44%
7	(3)	Emlyn Hughes' Soccer	Audiogenic	94%
8	(-)	D T's Decathlon	Hit Squad	70%
9	(4)	SAS Combat	Code Masters	64%
10	(-)	Gauntlet II	Kixx	77%
11	(-)	Silkworm	Virgin	85%
12	(-)	Arcade Flight Simulator	Code Masters	49%
13	(13)	Road Runner	Kixx	80%
14	(9)	Speedball	Mirrorsoft	88%
15	(15)	Football Manager II	Addictive	80%
16	(-)	Operation Wolf	Ocean	92%
17	(-)	Game Over	Alternative	47%
18	(20)	Run The Gauntlet	Ocean	80%
19	(8)	Soccer	Microprose	95%
20	(-)	Rambo	Hit Squad	70%

Cheapo city! You 64 owners are obviously saving up to go on Summer hols to Bognor or summat. Quite what Enduro Racer is doing at the top of the chart is a bit of a mystery — surely you aren't all buying games on the strength of their name alone? Amazingly, Ocean are *still* kickin' ass with their Christmas licences! Blimey!

JULIAN'S TIPS

MR HELI: The 64 version of Irem's cute whirly-blast is reaching for the skies.
CITADEL: This classy shoot 'em up deserves to be a big success for Activision.
FORGOTTEN WORLDS: At last it's out and chart-bound.

OUTSIDE BET

RESCUE ON FRACTALUS: Classic Lucasfilm entertainment now at budget price.

SPECTRUM TOP 20

1	(1)	Treasure Island Dizzy	Code Masters	75%
2	(-)	Enduro Racer	Hit Squad	87%
3	(3)	Robocop	Ocean	95%
4	(4)	Fast Food	Code Masters	59%
5	(-)	Postman Pat	Alternative	70%
6	(-)	D T's Decathlon	Hit Squad	69%
7	(-)	Soccer Star	D&H Games	75%
8	(-)	Kenny Dalglish Soccer	Cognito	77%
9	(-)	Advanced Soccer Sim	Mastertronic	79%
10	(5)	Cup Football	D&H Games	81%
11	(-)	Rugby Boss	Alternative	69%
12	(18)	1942	Encore	72%
13	(-)	Running Man	Grandslam	57%
14	(-)	Rambo	Hit Squad	69%
15	(15)	Road Runner	Kixx	78%
16	(6)	Crazy Cars II	Titus	70%
17	(-)	MiG 29	Code Masters	35%
18	(8)	720	Kixx	81%
19	(7)	Run the Gauntlet	Ocean	83%
20	(17)	Shanghai Warriors	Players	79%

Treasure Island Dizzy is *still* at number one! Speccy owners are real armchair athletes judging by the hard core of five sports games which run from number five to the eleven slot. Enduro Racer is a more deserving chart topper on the Spectrum than the C64 version.

JULIAN'S TIPS

CARRIER COMMAND: Bound to be popular with simulation freaks.
MR HELI: Destined for a fast ascent up the chart.
DOMINATOR: Gory shoot 'em up action can't fail to attract tough-talkin' blast fans.

OUTSIDE BET

LICENCE TO KILL: Didn't chart this month, but is sure to climb now the film is on wider release.

C+VG STAFF CURRENT GAME OBSESSIONS

JULIAN RIGNALL: RAINBOW ISLANDS, STRIDER, WONDER BOY IN THE MONSTER LAIR (ARCADES), TETRIS (GAME BOY), JOKERZ (PINBALL), THUNDERFORCE

PAUL GLANCEY: DUNGEON MASTER (YES, STILL), RAINBOW ISLANDS, GALAGA '88 (PC ENGINE), WONDER BOY III (SEGA), THUNDERFORCE (16 BIT SEGA)



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INDY ADV

BY US GOLD/ LUCASFILM

Last month we had a review of Indiana Jones III The Action Game — this month sees the release of Indy III The Adventure Game, which was programmed by Lucasfilm Games Division in the US.

If the idea of an adventure sounds a bit boring to you, don't turn the page. This game is in fact a highly enjoyable arcade adventure that's very much in the mould of Labyrinth, Maniac Mansion and Zak McKracken and the Alien Mindbenders.

The player takes control of Indy, of course, and the idea is to get the Holy Grail, which involves more scrapes and escapades than you can shake a bullwhip at. The game follows the plot of the film, and it certainly helps if you've seen it.

The proceedings are controlled by a mouse, keyboard or joystick-driven cursor which is used to select commands such as pull, walk to, etc, from a box at the bottom of the screen. When you pick one and then click on an object, say a door, switch or whatever, in the main display Indy follows the instructions to the letter, often with humorous results. The variety and combinations of moves and objects is tremendous, and, best of all, this system doesn't suffer from the irritating "I don't understand that word" problem that can dog adventure games.

As well as just choosing commands, there are times when you get direct control over the hero, such as early on in the game when you have the chance to spar with the University's champion boxer!

There are many puzzles encountered throughout the game, and I'm glad to say that they're the lateral thinking type, rather than the obscure adventure type clues that often create frustration and annoyance. That's not to say they aren't

C+VG HIT!

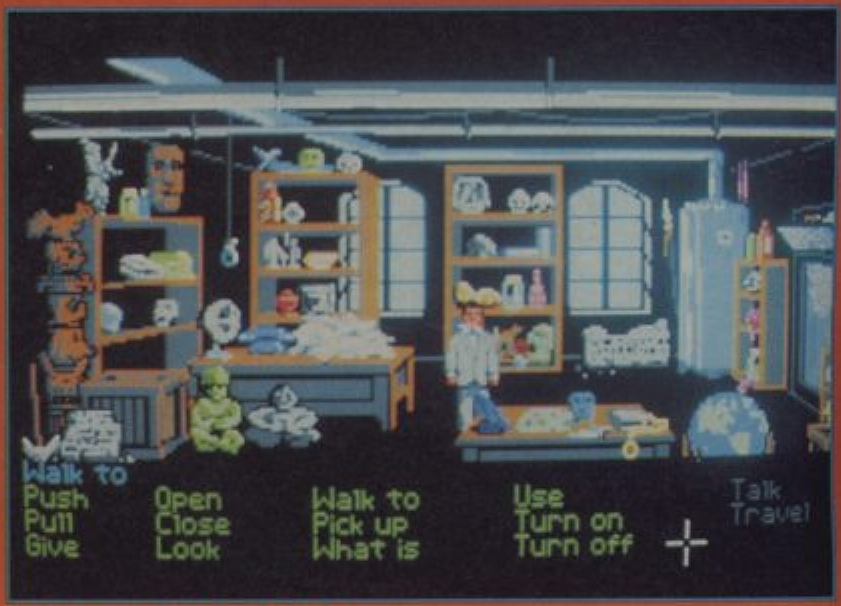




▲ *This looks interesting.*



▲ *Hmm. What now?*



▲ *Is that really a good idea?*

VENTURE





▲ *Indy III Adventure is brilliant.*

tough, but the difficulty is nicely balanced so you don't get stuck on one particular problem for too long. And because of that, progression is both rewarding and enjoyable.

What I particularly like about the Indy III Adventure is its amazing presentation. The control method, as I've already said, is superb, but the visual presentation is even better. Many scenes are presented just like ones from the film, with scrolling "camera pans", long shots and many subtle details and neat visual gags to give the game an incredible movie-like quality. Sound is also put to great use, with some excellent spot effects to enhance the atmosphere.

The entire game is massive, and it'll take weeks of solid play to go all the way through — fortunately there's a load and save option!

The game comes packaged with a big instruction manual and also a Greek symbol translation table which is used both as piracy protection and to decipher parts of the Holy Grail within the game. A neat touch is that if you fail to crack the code when you first start playing (if you don't have a book), you're allowed to continue until you're shown half of the Grail tablet. When you try and translate that, you automatically get it laughingly wrong and are told to go back to the University because you're not the man for the job!

Indiana Jones and the Last Crusade is a brilliant film tie-in, and a superlative game in its own right. It looks good, plays better and will have you playing for many a long night. Don't miss it.

JULIAN RIGNALL

UPDATE

The Indy III Adventure is out on ST and Amiga only, and will have similar graphics and gameplay to the PC VGA version, but better sound effects.

C+VG HIT!

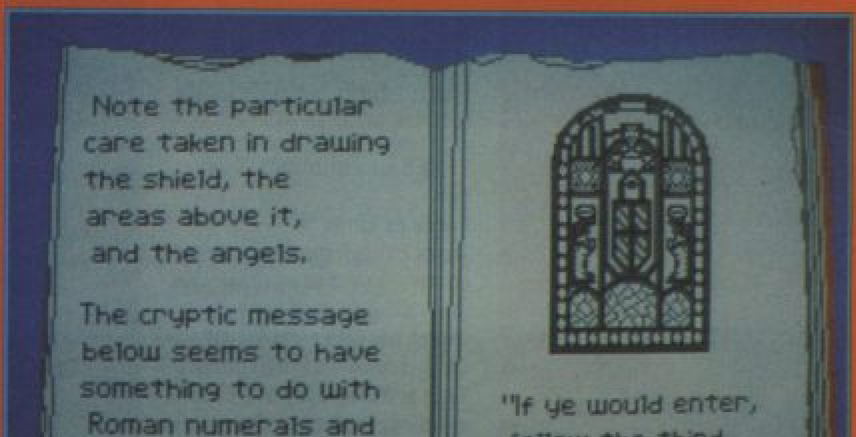
PC	£29.99
GRAPHICS	91%
SOUND	78%
VALUE	80%
PLAYABILITY	93%

A highly enjoyable and addictive arcade adventure in the mould of Zak McKracken which combines great graphics and sound with superb playability. Indy fans shouldn't miss it.

OVERALL	91%



▲ *Let's see . . .*



▲ *Ah! So that's what happens.*

1



Tank Attack
from CDS

The battle of the Somme, September 1916 — a new age for the arts of war, the day of the tank has dawned.

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- Superb board and fully detailed playing pieces
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Weather, morale, skill, judgement, planning, foresight, careful management of rebuild and repair facilities and luck, all play a part in deciding the result of each game.

"A game that not only forces you to interact with your CPC but gives you a chance to express evil throughts and deeds to peoples' faces!" **AA July '89**

Games Week 85%
Crash 80%

Tank Attack

		PRICE	CODE
Commodore 64	Cass	£12.99	BF001
Commodore 64	Disk	£14.99	BF002
Spectrum 48K	Cass	£12.99	BF003
Spectrum +3	Disk	£14.99	BF004
Amstrad CPC	Cass	£12.99	BF005
Amstrad CPC	Disk	£14.99	BF006
Atari ST	Disk	£24.99	BF007
Amiga	Disk	£24.99	BF008

THE B

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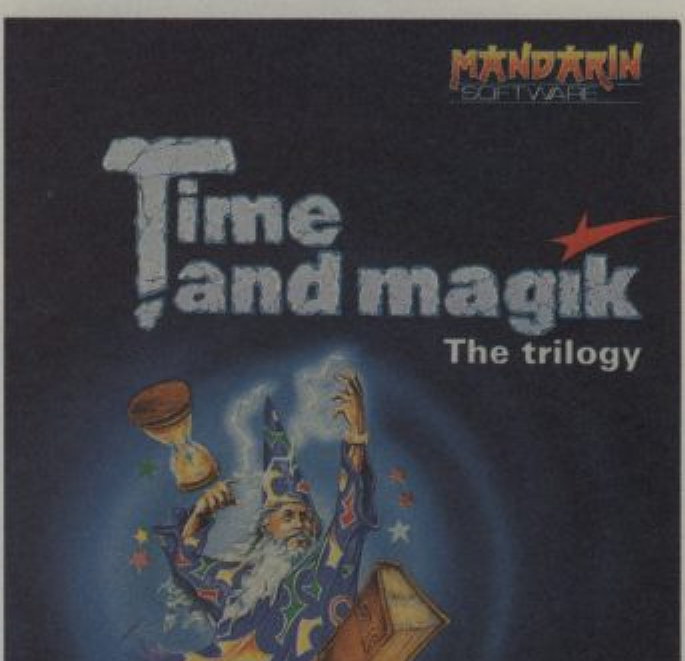
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from Level 9/Mandarin

THREE superb adventures in one.

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Travel through the eons inside an amazing grandfather clock. Visit many different time zones to search out nine essential artifacts, combine them to protect Time and Magik and avert the evil being planned by the Timelords.

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A brilliantly original adventure that invites you to weave incredible magic spells in your attempt to rescue the power crystal which has been stolen from the Moon Tower on the island of Baskalos. *"Adventure of the year!"* **Crash, Zzap**

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Face near-unsurmountable odds to defeat the dreaded magician Mylgar, who has been driven mad by the magical radiance of the moon crystal. Then take his place as guardian before darkness enshrouds the Earth. An unforgettable experience.



Time and Magik

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Spectrum + 3	Disk	£14.95	BF11SD
Commodore 64	Cass	£14.95	BF12CC
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Amstrad CPC	Disk	£14.95	BF15AD
Atari ST	Disk	£19.95	BF16ST
Amiga	Disk	£19.95	BF17AM
IBM PC	Disk	£19.95	BF18PC



2

Forgotten Worlds
from US Gold

The cities have been destroyed by the evil Emperor Bios and his descendents. Two superior warriors have been assigned the task of cleaning up the mess and of fighting back. They have a hard job ahead of them.

The game is split into four levels each with its own perils. You must use whatever firepower you can accumulate along the way to win the battle.

A monster hit. The magazine reviewers loved it, and you will too.

"Across all formats Forgotten Worlds is an ace shoot-'em-up polished to sparkling perfection by its superb graphics."
The Games Machine.

"One of the best US Gold have produced...brilliantly addictive."
ST Amiga Format



Forgotten Worlds

		PRICE	CODE
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Spectrum 128	Disk	£12.99	BF31SD
Amstrad CPC	Cass	£9.99	BF32AC
Amstrad CPC	Disk	£14.99	BF33AD
Commodore 64	Cass	£9.99	BF34CC
Commodore 128	Disk	£14.99	BF35CD
Atari ST	Disk	£19.99	BF36ST
Amiga	Disk	£19.99	BF37AM
IBM PC	Disk	£19.99	BF38PC

- GET ONE FREE!



4

Red Heat from Ocean

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American, have very different methods of capturing their prey, but together they face the worst of Chicago's underworld — street fights, the 'Cleanheads' gang, gun fire and breathtaking bus chase. The hottest film tie-in to date — it's all action with stunning graphics — feel the heat — RED HEAT.
Your Sinclair 81%

Red Heat

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BUDGET

RESCUE ON FRACTALUS
MASTERTRONIC

A bit of software history, no less. Not only Lucasfilm's first game, but also the first game with "realistic" fractal graphics, which are used here to display the hostile mountain ranges of the planet Fractalus. You have to dodge enemy fire and flying saucers to hunt down and rescue downed pilots then take them back to the mother ship. It's beautifully done, but really there's not a whole lot of variation in the gameplay, and the fractal mountains are a little too jerky to be really convincing. Day and night flying, alien pilots bashing on your windshield and other neat little touches keep you playing long enough to get your money's worth, though.

AMSTRAD £1.99
Atmospheric search and rescue game which suffers a bit from awful sound and samey gameplay.
OVERALL 70%

SPEC £1.99
A successful conversion, very similar to the Amstrad one, with the same things going for it.
OVERALL 70%

C64 £1.99
Gameplay is almost exactly the same as the Amstrad version - maybe a tad faster. Improved sound really makes the difference.
OVERALL 78%



SUPERKID
ATLANTIS

A platform game with a social conscience. Superkid runs around the scrolling landscape, leaping tall buildings in a single bound, picking up bonus points and jumping on bad guys. Complete each level by finding and rescuing your quota of beautiful (well...) maidens and conducting old ladies from the library to the old folks home. Graphics and sound are jolly, rather than stunning, and on the whole Superkid is unsophisticated stuff. Nevertheless, it's fairly good fun for a while at least, and you're bound to get your two quids' worth.



SPEC £1.99
Odd but enjoyable little jumpabout which should keep you at the keyboard for a fair few hours.
OVERALL 72%

MiG 29 SOVIET FIGHTER
CODE MASTERS

The Russian military chiefs amongst you needn't worry about Code Masters giving away military secrets in this game because it's just a very basic *Afterburner* clone. You might get four types of weapon but for some reason shooting anything is nigh on impossible so completing each stage is a matter of dodging missiles for about thirty seconds until you land. The graphics are jerky and unconvincing, and the gameplay is about as interesting as chatting to Wayne the office rubber plant. Not really worth considering, even at this price.



SPEC £2.99
Pretty naff 3D shoot 'em up with shoddy graphics and gunfire noises which sound like distant woodpeckers.
OVERALL 35%

AMSTRAD £2.99
Gameplay isn't noticeably better than the Spectrum version, but at least the graphics and sound are better.
OVERALL 40%





CAPTAIN BLOOD

INFOGRAMES

First on Infogrames Pocket Soft label, this is the weird tale of how Captain Blood has to hunt the galaxy for his five clones who are sapping his life force. It features fabulous graphics throughout, a sampled Jean Michel Jarre soundtrack (Ethnicolor from Zoolook), and an exhilarating 3D flight-through-canyons sequence. Unfortunately, completing the quest is made very difficult by an impenetrable talk-to-aliens-via-icons system which only translates alienspeak into gibberish English. If this wasn't the most important part of the game I wouldn't mind, but it is so I do.

ST £9.99

Captain Blood's high points are very high, but the gameplay boils down to not very much at all, unfortunately.

OVERALL 69%

AMIGA £9.99

No real improvements over the ST version, apart from a few sounds here and there. And the 3D bit is slower.

OVERALL 67%

MINDTRAP

MASTERTRONIC

Shades of Erno Rubik and his Cube here, partly because this is a very compelling 9,999 level puzzle game, and partly because the programmers, Messrs Selakovic and Beciric, sound as if they might - just might - be of Eastern European origin. In it you have to shift a jumble of numbered squares into ordered rows by rotating groups of four around fixed points. Also, after level 33 you have to switch blocks in three dimensions which, as you can imagine, is well tricky. Screen display is naffness incarnate, but gameplay makes heavy demands on the old cerebral logic centres and is strangely addictive.

AMSTRAD £1.99

Looks really boring, but plays like a logician's dream.

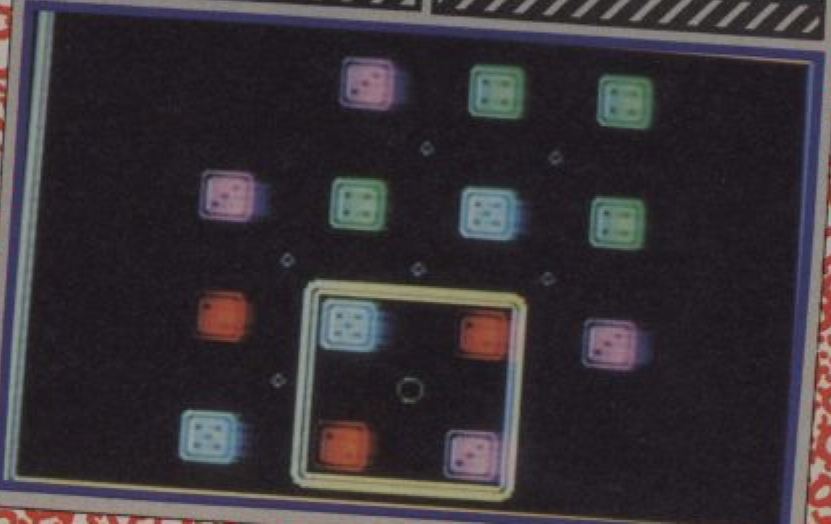
OVERALL 78%

SPEC £1.99

Plays as well as the Amstrad version, but is much jollier to look at and even has better music!

OVERALL 83%





RALLYCROSS SIMULATOR

CODE MASTERS

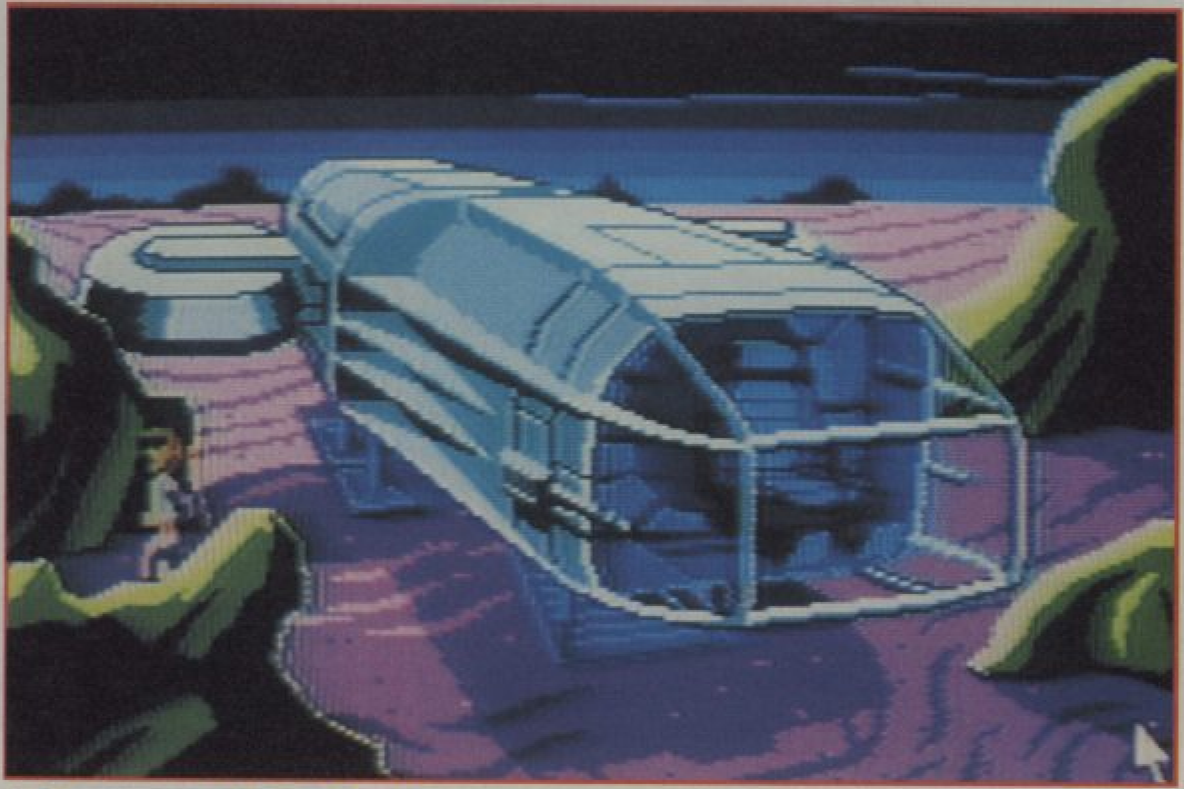
A sort of scrolling *Super Sprint* race game, in which you have to slither and bump your bijou buggy around a twisty track, dodging patches of ice and oil. Every race finished earns you cash with which you can drop into the pits for extra fuel, better tyres, bumpers, etc. The strange control method is very off-putting at first, but it only takes a couple of games to get accustomed to it. Some of the later tracks are quite jolly, and one even features a level crossing in the road and, consequently, lots of rail disasters.

C64 £2.99

First impressions aren't tops, but Rally Cross Simulator turns out to be a good laugh.

OVERALL 77%





▲ *Fun adventuring in Space Quest III.*

SPACE QUEST III

BY ACTIVISION

The saga continues! Roger Wilco is in the hibernatic sleep chamber of the space pod in which he escaped from Sludge Vohaul's asteroid fortress in Space Quest II. Drifting aimlessly in space, the pod is detected by a robot-controlled space garbage freighter, and drawn into its gigantic rubbish chamber by tractor beam.

The landing jolts the pod's revive circuits into action, and before long, Roger emerges from the craft into what looks like an outsized scrap yard.

Thus begins Space Quest III, in a cinematically animated title sequence. Your job, once again, is to get him out of trouble. The first task is to escape from the freighter, and at a first glance, there is no obvious strategy. But amidst this Sargasso sea of space junk, there are bits and pieces that fit together — if only you can get hold of them.

Soon, you are out in space, and heading for the planets. But in



▲ *Can you escape?*

hot pursuit is The Terminator, more than a trifle upset about your failure to pay for a whistle in Space Quest II.

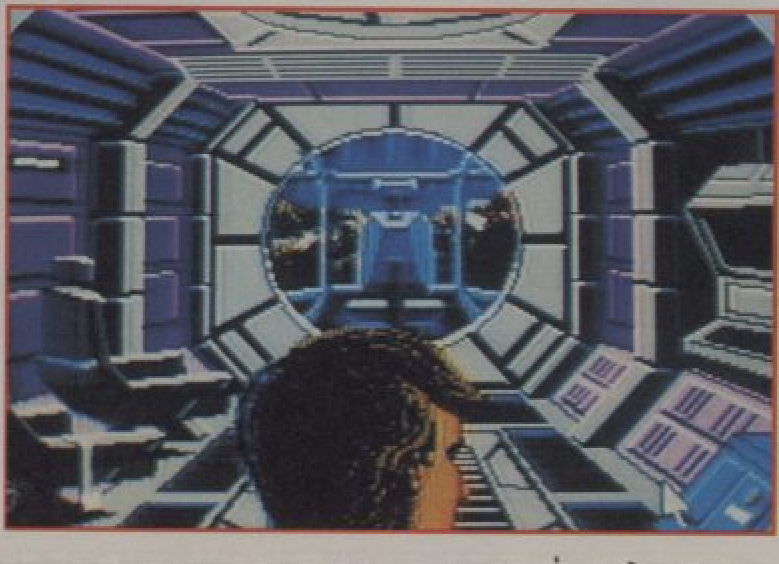
The sound effects and music (30 minutes of musical score in the game) are superb. Combined with the graphics system, Sierra's latest game is like interacting with a sci-fi movie. In addition to user-controlled animation, there are plenty of special animated effects, including a state-of-the-art mobile crane.

The game can be played using either mouse, joystick, or number pad/arrow keys. Of these, I found that arrow keys wins hands down, giving not only finer control, but making the frequent changeover to text input more comfortable.

An absolute essential is to have a spare formatted disk at the ready for saving your game position, otherwise it's very long way back in after death, and often death can be neither predicted nor avoided.

The game comes on three double-sided disks for the ST, and the package includes a special pair of death ray shield sunglasses, complete with squidgy false Andromedan nose! Eventually, you'll arrive at the headquarters of Scumsoft, and meet up with the Andromedans themselves. Will you be successful in rescuing them? You'll have to play to the end of the game to discover that!

KEITH CAMPBELL



UPDATE
PC and Amiga versions are planned and will play the same as the ST version.

ST	£24.99
GRAPHICS	92%
SOUND	96%
VALUE	79%
PLAYABILITY	78%
An enjoyable and addictive addition to the Space Quest series, and a good buy for adventure fans.	
OVERALL	83%


ACTION RATING-99%
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REVIEW ▶ **AMIGA**

FIEN
FRE

BY MINDSCAPE

There's never been a circus quite like the Big Top O'Fun, but it will never stage another performance unless it earns enough cash to keep it going. This is because the bankers and lenders, Dewey, Chetum and Howe (boo! hiss!) have loaned the circus £10,000 — and they want it back TONIGHT.

This is where you come in. By taking part in six performances, you can earn enough money to save the big top from ruin. It's not that easy, though: you've got no previous circus experience, and some of the events are VERY tricky. Just to make things worse, Fiendish Freddy — a clown gone to the bad — has a vested interest in your failure; if the loan isn't repaid, he can build a condominium on the vacant land. That means his twisted mind is constantly dreaming up dastardly schemes to foil your performance just when things are going well. . .

Up to five players can help you save the circus, but because of the overall target you're aiming for, the action is just as much fun on your own. Each event has its own selection of tunes and is multiloaded: this is fine if you've got a couple of drives, since only one disk change is needed; if not, it's a bit irksome.

The first performance is the high dive. Playing a mustachioed strongman, you plummet from a great height into a little tub of water, adopting any one of eight very silly poses on the way down.

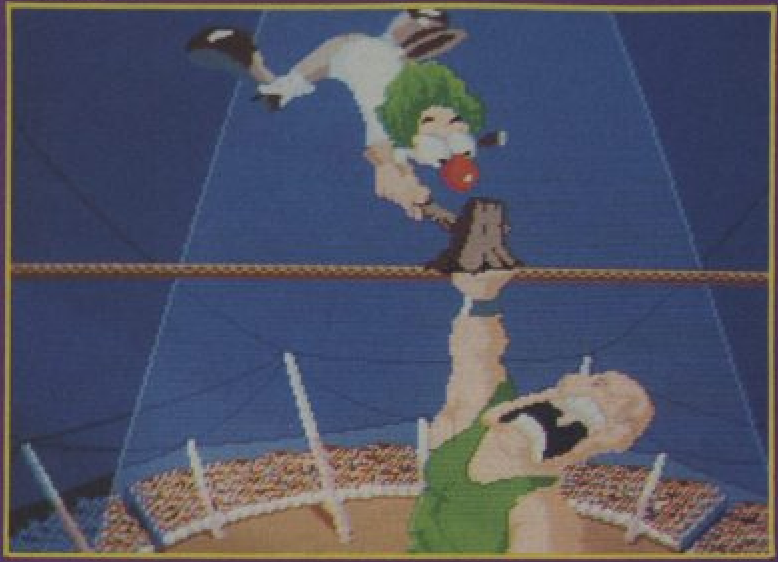
Juggling involves. . . juggling. A seal tosses you (a clown on a unicycle) various objects which you have to keep airborne until the time limit expires.

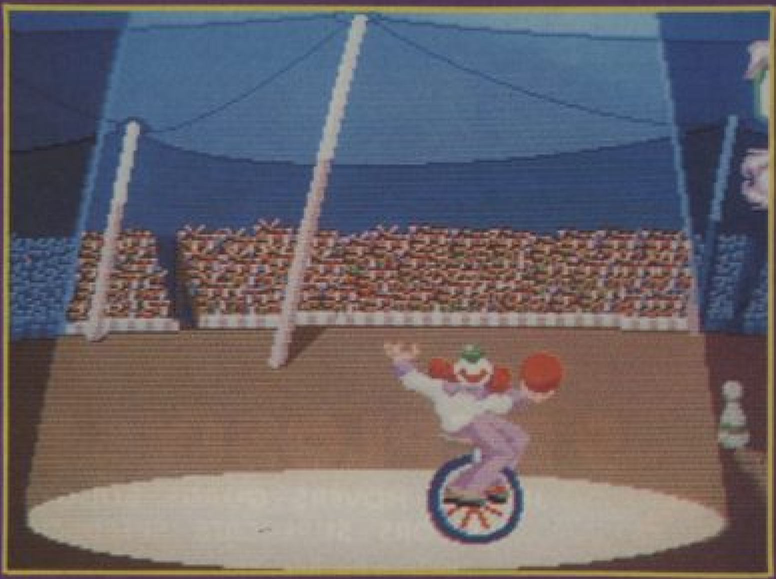
The trapeze is a good old fashioned exercise in timing. Let go of the rope too soon and you plummet to a squishy death; hold on too long and our fiendish foe comes along and cuts you off.

In the Knife-throw event you toss daggers at a helpless female strapped to a revolving wheel, scoring points for popping balloons.

The last two events are the most tricky: the tightrope needs

▼ *Aaaagh!*





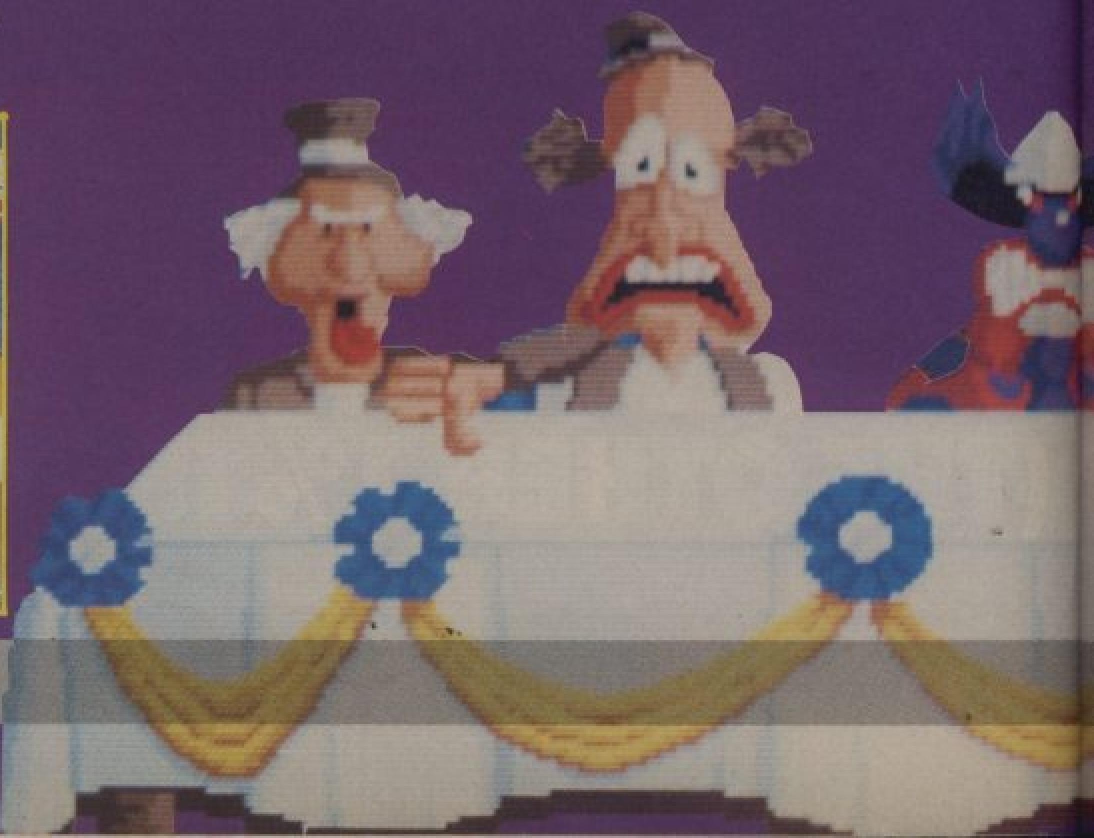
▲ *Juggle 'em.*



▲ *Getting ready for the high dive.*

▼ *Careful!*





NDISH EDDY



fast reactions and the human cannonball requires great anticipation; if you aren't anywhere near the £10,000 by then, you've got no chance! Success in each event earns money — but how much is decided by a panel of five loony judges, who hate one another as much as they despise poor performances. If their antics don't make you laugh, nothing in a computer game will.

Fiendish Freddy is a very enjoyable game: it's simple to understand but difficult to master, is brilliantly animated and has a great sense of humour. However, there are some poor points: the price is a bit steep, the loading system is annoyingly slow, and one or two presentation scenes become tiresome after extended play.

Apart from that, take a look. It's everything all the previous circus-based games should have been and lots more besides.

GORDON HOUGHTON

▼ Phwoar! Get ready to cannonball.



▼ On the flying trapeze.



C+VG HIT!

AMIGA	£29.99
GRAPHICS	91%
SOUND	89%
VALUE	69%
PLAYABILITY	84%
A bit pricey — but the zany humour, brilliant animation and simple addictiveness make this a worthy addition to anyone's software collection.	
OVERALL	85%

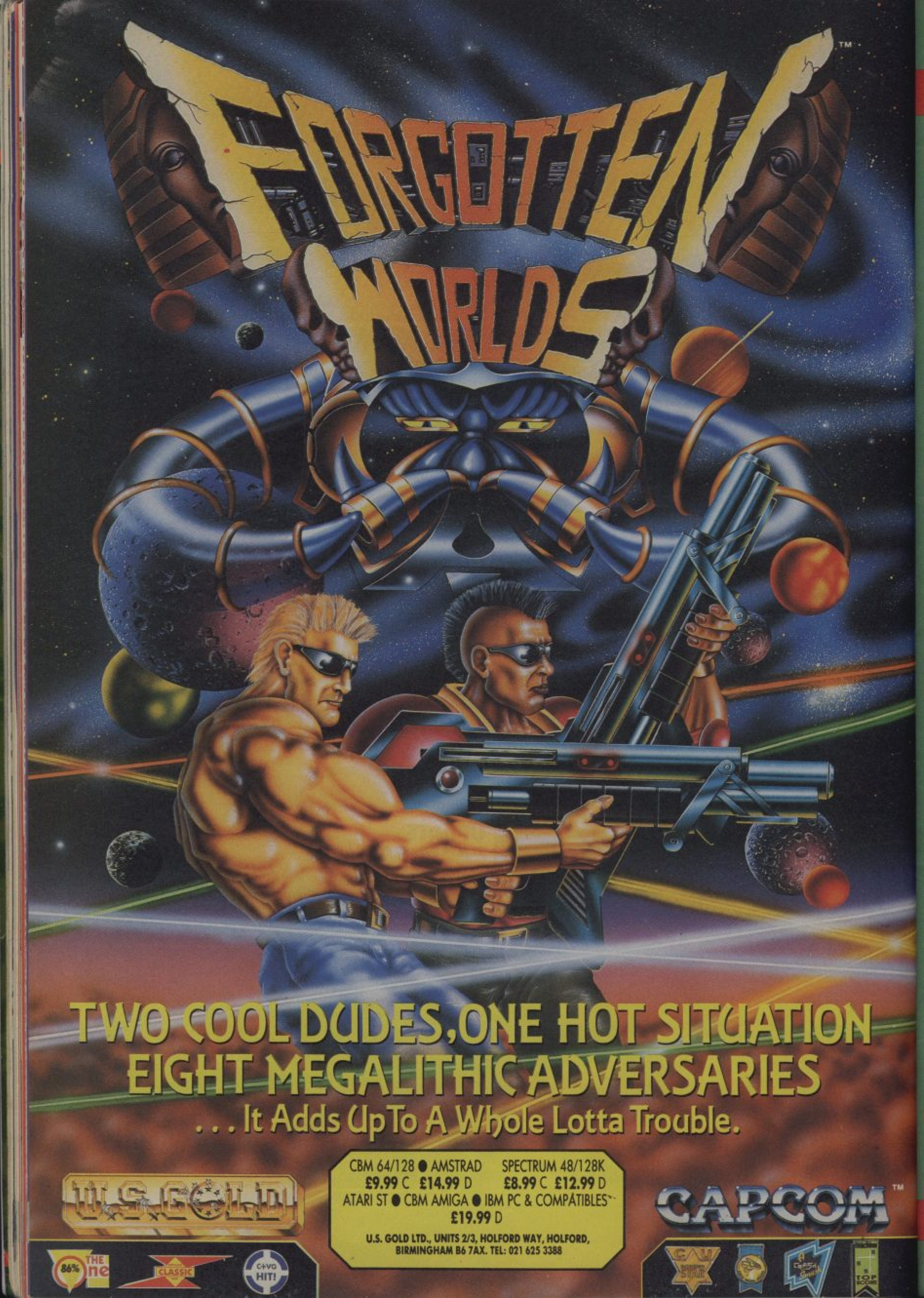
UPDATE

ST (£29.99) and PC (£34.99) versions will be available soon, the latter reputedly spread over ten disks! No 8-bit versions are currently planned.



He's Freddy. ▶




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MEGABLAST AND BLOW YER BRAINS OUT

Xenon II — Megablast scored an enormous 96% this month. And in way of celebration, Mirrorsoft have come up with a mega prize in this super duper Xenon II comp — a can of mushy peas. Yes, that's the top prize in this amazing competition. But don't worry if you don't win, 'cos generous Mirrorsoft also have supplied a booby prize. It's a bit rubbish, but never mind. It's a Personal CD Walkman, complete with a Bomb the Bass CD which features the original recording of Megablast, which forms the soundtrack of the computer game.

And just to complete the prize list, there are also ten middle prizes of copies of the game and special limited edition Xenon II t-shirts.

To stand a chance of winning that fab first prize of that delicious can of mushy peas, all you've got to do is answer the following questions. The first correct entry out of a hat will win! However, the person who answers them all wrong (we'll be looking for the most extreme case of wrongness) will be awarded the crummy ol' booby prize, the personal CD player. Here are the questions. . .

WHAT WAS THE FIRST XENON GAME CALLED?
HOW DO YOU SPELL BITMAP BROTHERS?
WHAT IS THE MEANING OF LIFE?

Put your answers on the back of a postcard along with your name, address and the type of computer you own and send it to: I HOPE THAT I'VE GOT ALL THESE QUESTIONS RIGHT 'COS I DON'T WANT TO WIN THE CD COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date is September 16th, so you've got plenty of time to get those answers right! Right?



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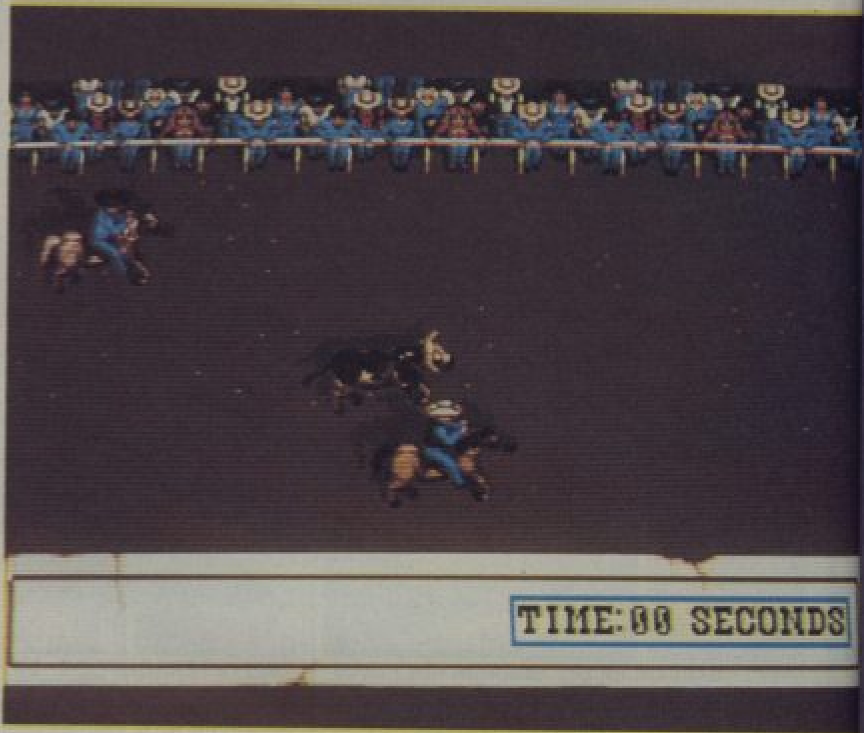
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BUFFALO BILL'S RODEO



▲ *Ride 'em cowboy!*

BY TYNESOFT

Buffalo Bill is famous for a couple of reasons. Firstly, because he killed lots of buffalo: over 4000 of them in the late 1870s (to provide meat for labourers constructing the Kansas Pacific Railway). Secondly, and more relevant to this review, he set up his legendary Wild West Show in 1883.

Tynesoft's Games, like the original, feature Indians, cowboys, sharp-shooters and rough riders in a contest of strength and skill. There are six events, all of which contain some humour.

Knife-Throwing has you lobbing sharp blades at a Red Indian woman in a leather bikini, who's mounted on a spinning wheel. Hit the wheel and you score points; hit skin and the screen drips blood.

Trick Shooting is split into two sections; a firing range and a bottle-smashing event.

Next there's Bronco Riding — only for the seriously deranged. Follow the direction arrows with your joystick and you might just stay on your hoss for longer than a couple of seconds.

The Stagecoach Rescue isn't a real event as such, but it involves a lot of good ol' joystick waggling and an old-fashioned punch up, as you attempt to wrest a coach from the hands of a dastardly Red Indian.

The last two games — calf-roping and steer wrestling — are very similar: right-to-left scrolling action in which you bring wild moo-moos to the ground before the time runs out. Silly but enjoyable.

▼ *Where's Bill?*





▲ *How the west was won.*

Buffalo Bill is all very well presented: before you start there's a 1-4 player option and the chance to register your name. Each event is then multiloaded, but there's the opportunity (as there was in Summer Olympiad) to try each one again as many times as you want.

For every contest there's a different thigh-slapping Wild West tune, (these include reasonable renditions of the Lone Ranger theme and The Camptown Races), a neat title pic and an individual highscore table.

There's not much wrong with Rodeo Games: it needs a lot of skill to master, the three difficulty levels and four-player option keep you interested, and it's good fun to play. The only real criticism you can make is about the price: it's a fiver too expensive.

Take a look anyway — it could be worth trading in your Six Shooter for.

GORDON HOUGHTON

UPDATE

8 bit versions will soon be available for £9.95 (cassette) and £14.95 (disk), with no major differences in gameplay. An Amiga Rodeo Games, with improved sound, will also set you back £24.95.

ST £24.95	
GRAPHICS	82%
SOUND	76%
VALUE	64%
PLAYABILITY	79%

It's not the most original game format, but it's a nice angle to take and works as well as any of the other Games on the ST.

OVERALL	79%

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL, ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

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▶ AMIGA C64

OMNI–PLAY BASKETBALL

BY MINDSCAPE

Basketball isn't the most popular sport on any computer, and there have been very few successful conversions, so what have Sport-Time got that the others haven't? For a start, there's a huge range of options. You can name your team, place it in any of the leagues and customise its players in terms of speed, control, outside and inside ability.

There's an option to view both league and team histories and statistics, and you can load in different league styles and ways of viewing the match. However, the alternative viewpoints and styles come on disks that are bought separately.

The action closely follows the rules of basketball, and allows coaching of the team to be carried out by you, another player or the computer. You have the choice of a human or computer opponent and are allowed up to eight time-outs per game (with additional "tv timeouts"). Matches can be set at either 3, 6, 9 or 12 minutes per quarter, and you can even change the colours of the team and court! A superb 58-page manual explains everything.

Most of the screen is taken up by the court: if in end-view mode, the team in possession runs towards the "camera" up to the half way line; after that the perspective changes and it runs away, towards the opponent's basket. The bottom quarter is taken up by a display of the score, time, the player in possession and the "effective power": essentially a reflection of the team's stamina relating to the players' age and time out on court.

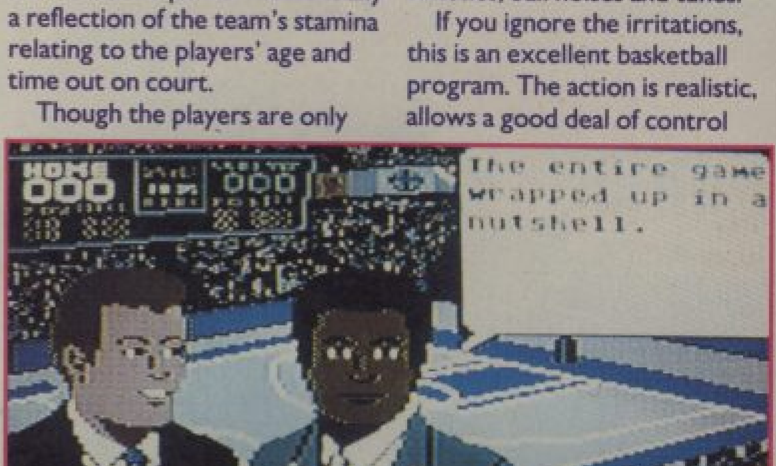
Though the players are only very small, the detail and animation are good in both versions; it's a pity the same can't be said for the sound effects, which are limited to a few whistles, ball noises and tunes.

If you ignore the irritations, this is an excellent basketball program. The action is realistic, allows a good deal of control over movement and passing and is addictive enough to keep you trying until you finish the season.

GORDON HOUGHTON



▲ *Omni-Play is one of the best basketball sims!*



▲ *Take a time out.*

UPDATE

Plans are underway for ST and PC versions, but they won't be completed for a couple of months; no decision has yet been made on a 64 cassette version. The extra disks aren't currently available, but will be soon.

AMIGA £24.99

GRAPHICS	76%
SOUND	41%
VALUE	74%
PLAYABILITY	80%

A vast range of options and good graphics are marred by minimal sound effects and a slow loader. Not the easiest simulation to begin with, but it proves very rewarding after a few games.

OVERALL 80%

C64 £14.99

Only available on disk, and the loader is very slow. It's got all the Amiga's features, options and playability, and should appeal both to dedicated basketball fans and sports sim enthusiasts.

OVERALL 79%

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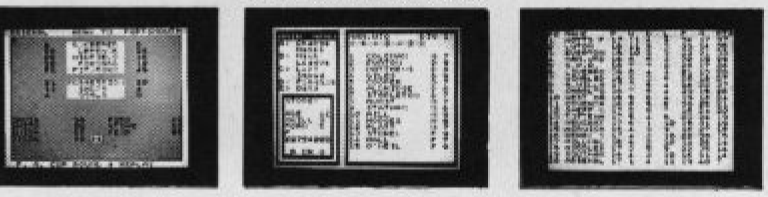
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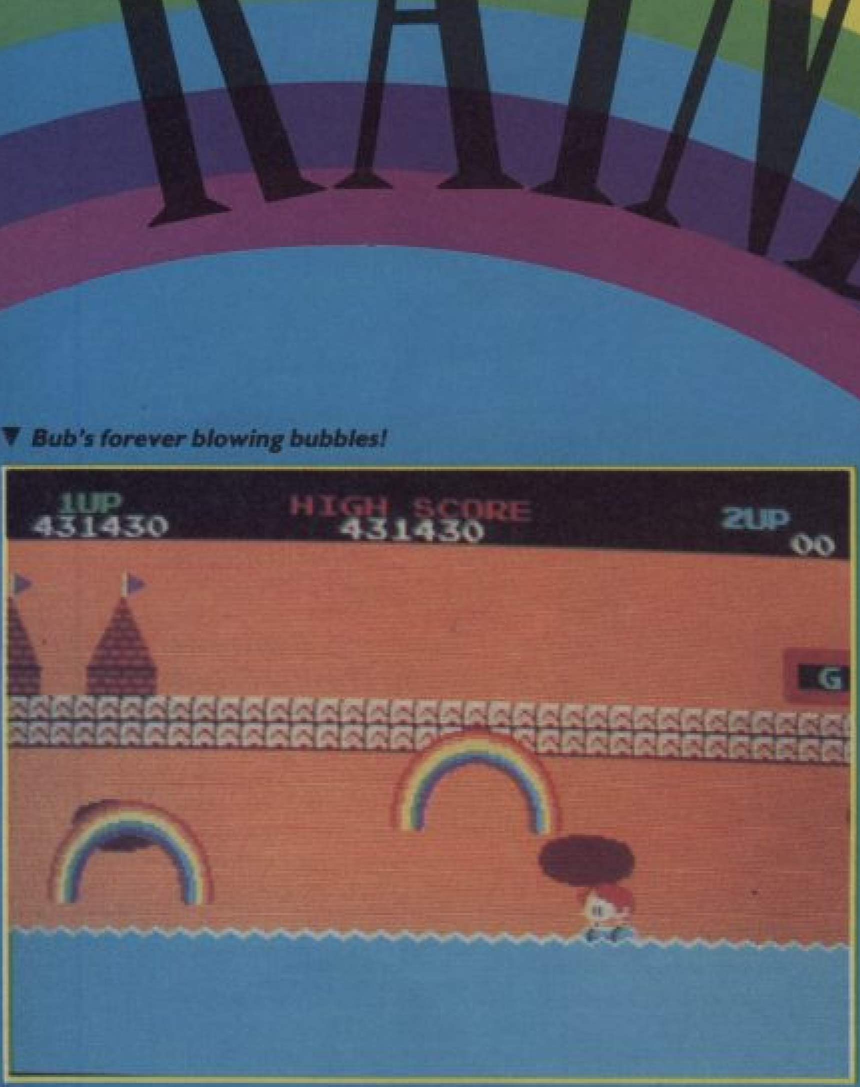
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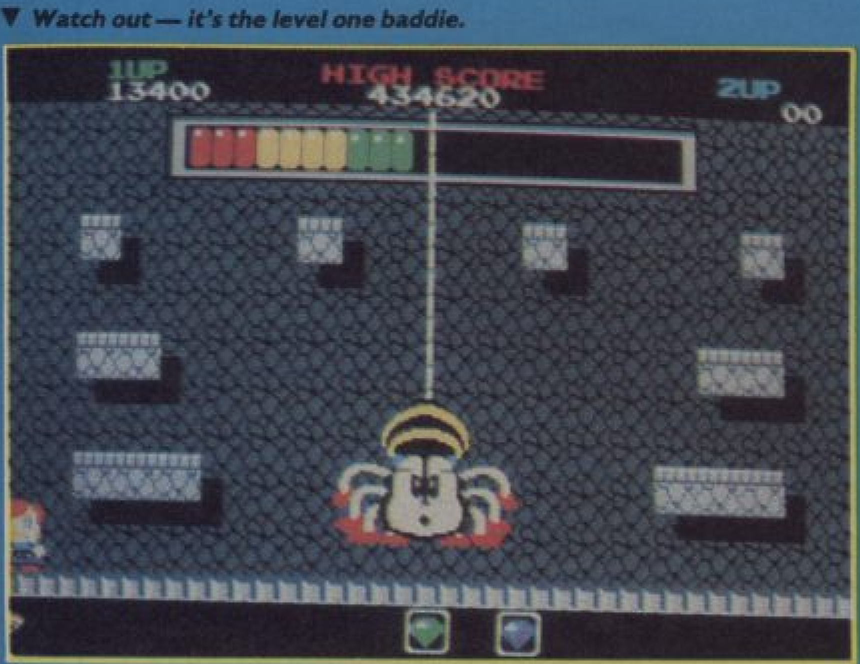
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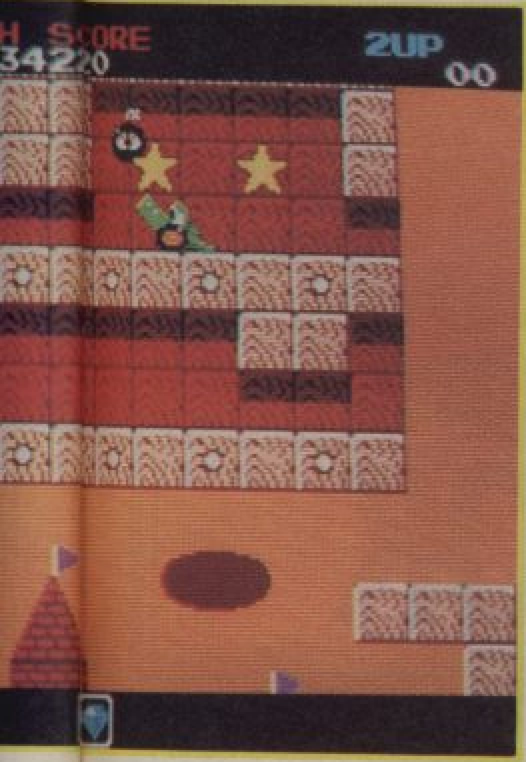


▼ *Bub's forever blowing bubbles!*



▼ *Watch out — it's the level one baddie.*





The Lather Lads are back! It seems that at the end of their soapy adventures in *Bubble Bobble*, Bub and Bob were changed from bubble-blowing dinosaurs to rainbow-casting blokes in dungarees. However, even with Baron von Blubba defeated the world wasn't safe (was it ever anyway?).

The leader of that nefarious organisation, SHADOW, has captured the inhabitants of the seven Rainbow Islands and is undertaking a land reclamation project, whereby he claims the islanders' land and enslaves them. Are Bub and Bob going to stand by and let him get away with such a disagreeable plan? Pah! How could you even ask the question? Of course not!

Controlling Bub or Bob, you start a one-man assault on SHADOW's forces at Insect Island. To win back each island you have to fight your way to the top of four scrolling levels, jumping between platforms and casting rainbows which you can climb onto. Each round is timed, and if you dawdle, the island starts to sink into the sea, sending you to a watery grave.

Trying to slow your progress are hordes of SHADOW agents, who, despite their uncompromisingly cute appearance, are a merciless bunch and their touch spells instant death. On the first island they take the form of diabolical caterpillars, ladybirds, spiders, wasps and bees, while on the second, Combat Island, you're up against sweet little tanks, trucks, bombers and helicopters. At the very top of every island, there's a SHADOW boss which follows you around the screen and takes a heap of hits to kill.

Your weapon in this fray is (da-da-DAAAA!) Rainbow Power. As well as creating insto-platforms, your rainbow power is also used as a weapon. By casting one over a creature you trap it, but to kill it, you have to time your cast to hit it with the end of your rainbow.



▲ *Here's Bub.*

As in *Bubble Bobble*, zonked monsters turn into yummy collectables. Not that there isn't already a veritable grocery store full of stuff to pick up on the platforms — all sorts of fruit and veg, flowers, chocolate bars, ice creams and cakes. As well as these pure point-providers, you can also collect potions to give you double, triple and fast rainbows, speed-up boots and smart stars, which zonk everything either on-screen or for the rest of the level. At the end of each round you're also awarded a chest full of goodies to pick up for mega points.

Now then, I think that constitutes just about all the features of the arcade game. In fact I've asked around, and even the *real* fans of the coin-op in the C+VG office couldn't spot *any* difference at all between this and the real thing.

Incidentally, the author of this conversion is Andrew Braybrook — it's his first ST game, having moved on from the Commodore 64 where he produced such brilliant classics as Uridium and Paradroid. He's certainly back with a vengeance.

Anyway, the graphics are absolutely spot on. Both the sprites and the backgrounds are beautifully drawn with jolly colours, and they're really smoothly animated too. And while the ST sound chip can't quite match the quality of the arcade game, the music is a note-for-note copy.

But the programmer hasn't just concentrated on the looks and sounds of the game. The gameplay has been translated equally accurately, which means *Rainbow Islands* is tremendous fun and about as addictive as large chocolate doughnuts. Beneath its jolly exterior is a real malicious streak which challenges the expertise of even the toughest joystick jock, but it's one of those games that lets you get just that bit further with every game, so you can't resist coming back to it.

Rainbow Islands goes straight into the number one slot in PG's Coin-Op Conversion Chart, just above Ocean's *New Zealand Story*. It's just so corkingly good that *Rainbow Islands* is bound to lead Firebird to a very sizeable pot of gold.

PAUL GLANCEY

C+VG HIT!



▲ ***Cast rainbows, collect goodies and destroy all eight baddies to win!***

UPDATE

Rainbow Islands is out on all formats. The Amiga version should have even better music that the ST, and the graphics will also be identical to the arcade game. The 8 bit versions should all retain the coin-op playability, with the usual graphical restrictions.

ST	£24.99
GRAPHICS	92%
SOUND	77%
VALUE	92%
PLAYABILITY	90%

Not just another coin-op conversion. Put your ST out of sight and you could believe you had the arcade game in your bedroom.

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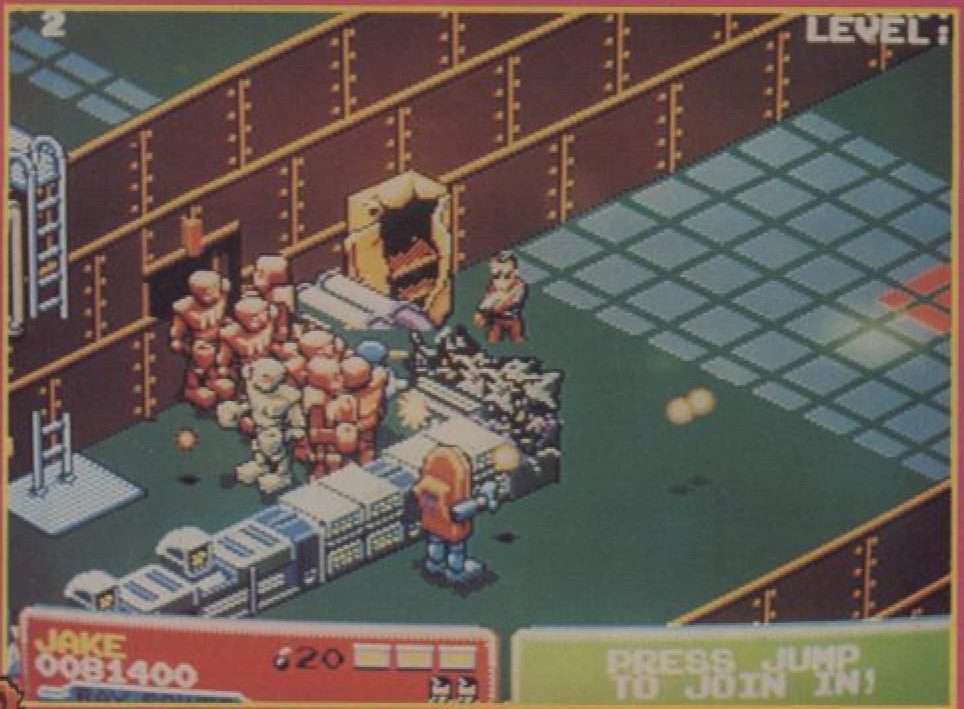
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ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Atari come up with quite a few jolly games from time to time, all with distinctive graphics — APB for example. Well here's another one for the player that wants to play something that little bit different — Escape from the Planet of the Robot Monsters!

Here's the scam — you play Jake or Duke (two real hip dudes!) who are sent onto the surface of Planet X, which has been taken over by the Reptilions — nasty alien creatures.

They've enslaved a lot of humans — who are now usefully employed building a robot army which will be utilised to invade Earth. Can't have that now can we? So beam us up, up and away!

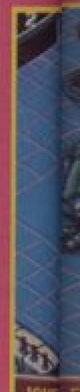
The controls in this not-to-serious isometric shooter are simple enough — jump, duck (both used to avoid shots) and shoot, with the usual 8-way joystick controls. Press all three at once and a mini-nuclear explosion occurs, wiping out everything near you.

There are three phases to the game — the normal jump and shoot isometric bit that most of us will be used to from home computer games, a run the speeder through the maze bonus section and a kick the hell out of the mutant reptile bit at the end of the levels. Most of the action occurs in the former bit, though.

Move around the early levels







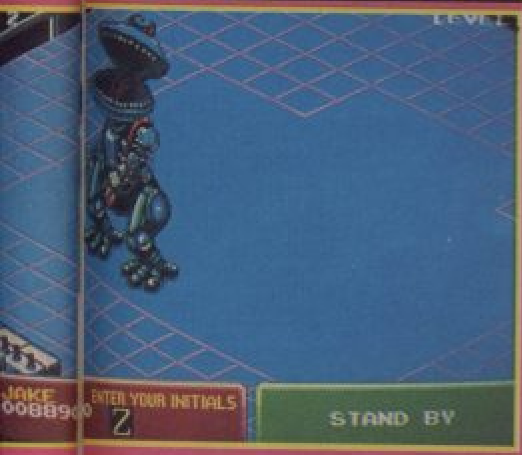
and the main enemies are chunky robot types which move towards you zombie-like. There are also orange blobby things that zap you, however, making life a bit more difficult. . . as do the drones that appear if you stand on one spot for too long.

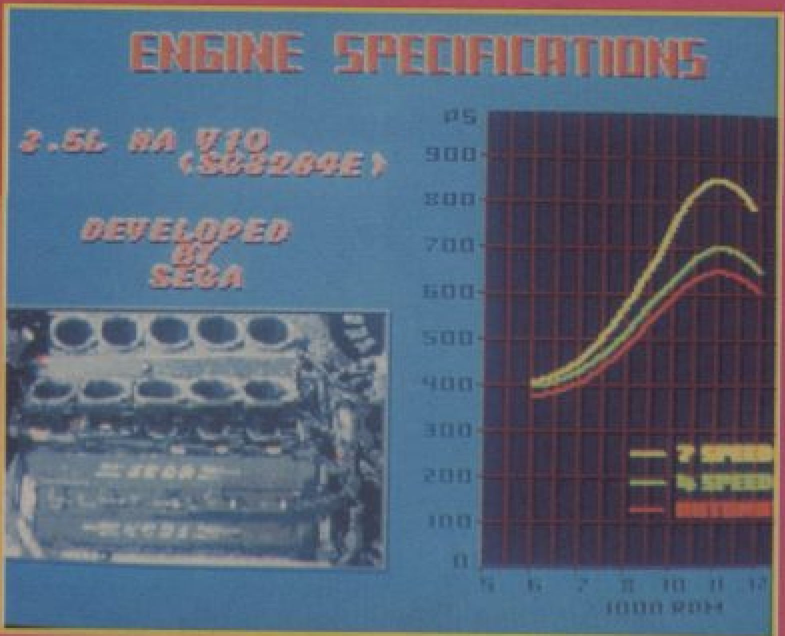
You have ray guns with limited range — running into jewels that are left after you kill robots, make them more powerful.

Touch humans who are enslaved in front of PC's to teleport them to the rescue shuttle — and get extra points for shooting up the equipment. Find goodies for extra energy or shields.

Simple stuff, neat graphics — quite playable. It'll certainly make a great home computer conversion.

GRAPHICS	87%
SOUND	80%
VALUE	79%
GAMEPLAY	82%
OVERALL	80%





SUPER MONACO GRAND PRIX

There are a lot of driving games out there at the moment. The fab player vs player Final Lap, the realistic Hard Drivin', the wonderous Winning Run. Choices, choices, eh? Which one to play? No decision to make now, though. All you have to do is play Super Monaco Grand Prix from Sega.

SMGP is simply the best racing simulation game yet seen in the arcades. It's blindingly fast, massively playable, and utterly fab, immersing your senses in an avalanche of sensory information — visual, audio and (via the driving seat) vibrational! No wonder Nigel Mansell walks like that.

It's a simulation of the Monaco Grand Prix, of course, and like any Grand Prix you have to qualify for a grid position first — in this case around the short circuit. Choice of cars — you find you have to trade simplicity of controls with power.

Pick automatic gears (recommended for beginners) and get a low-powered car, while four and seven speed jobs go faster, but are harder to deal with.

Meanwhile back at the race, you line up on the grid and — AWAY!!! Screaming cars and zooming (yet oh-so-smooth) sprites — total overload, man!

While you're driving along you have the view from out of the front of the car — and on a strip all along the top of the screen a full view of what's happening behind. You notice a few things superimposed, head-up. Rev counter (you don't need this really — you can hear when it's time to change up) but more importantly, your current position and the position limit.

The bad news: when your current position falls below the position limit (which counts down as the race progresses) it's game over. Deep breaths, wipe sweat from face, insert another coin. Absolutely brilliant. Play it — and don't be surprised if you have to queue behind Nelson Piquet!

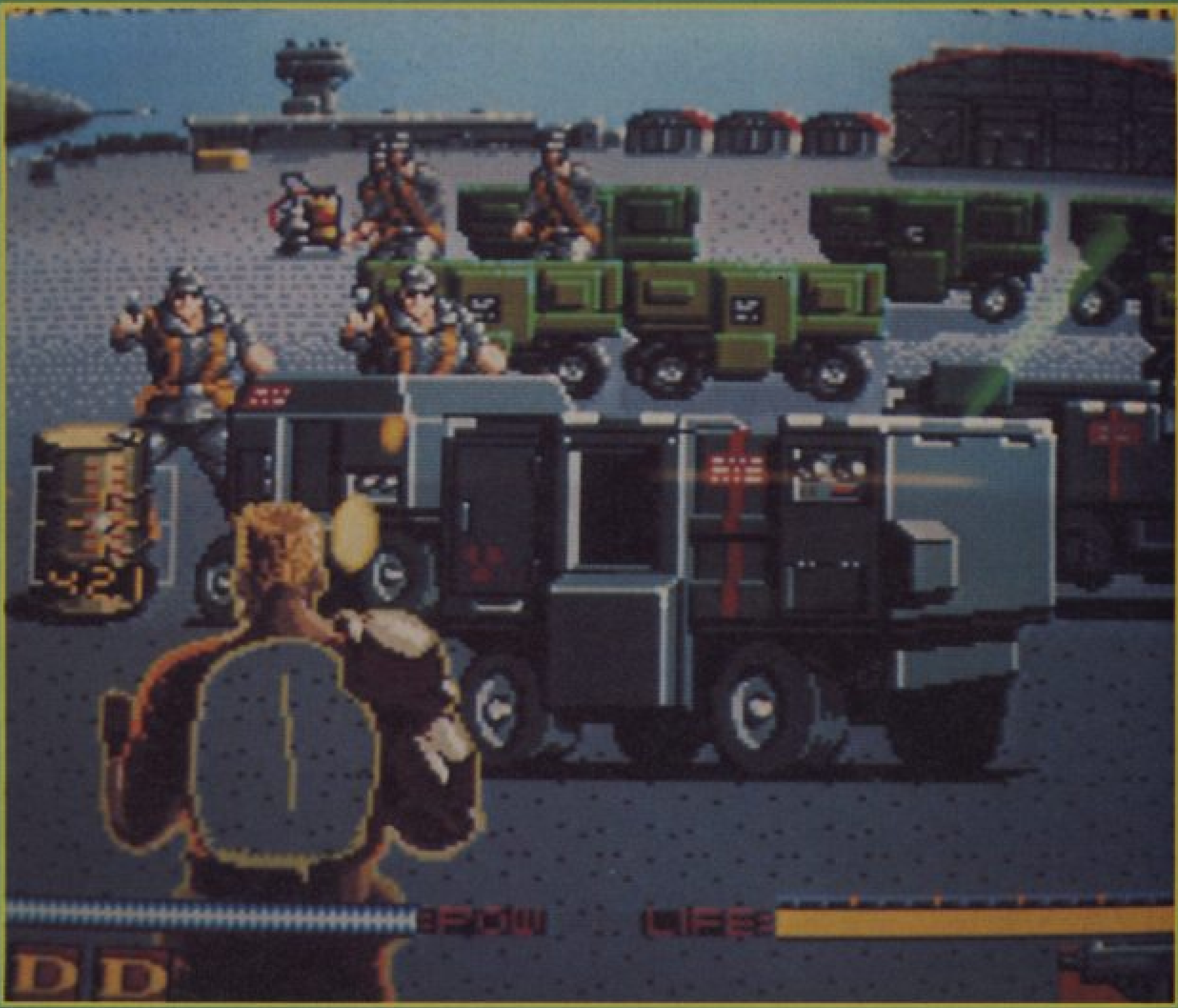






GRAPHICS	95%
SOUND	91%
VALUE	85%
GAMEPLAY	95%
OVERALL	94%





DYNAMITE DUKE

New in the arcades and running along the same successful lines as Operation Wolf is Dynamite Duke. A powerful blast 'em to bits with a few punchy additions.

The game starts off in a fairly standard setting: The Airfield. Lots of crates litter the ground, troops advance and oil drums are scattered around providing lots of cover.

The first thing you notice is the absence of a machine gun on the front of the cabinet. Dynamite Duke is controlled by joystick and fire buttons. In fact aiming the gun sight is a hell of a lot more accurate with a joystick. There are three fire buttons for fire, punch and kick. A fair amount of close-up bashing goes on and you need to dodge some killing blows.





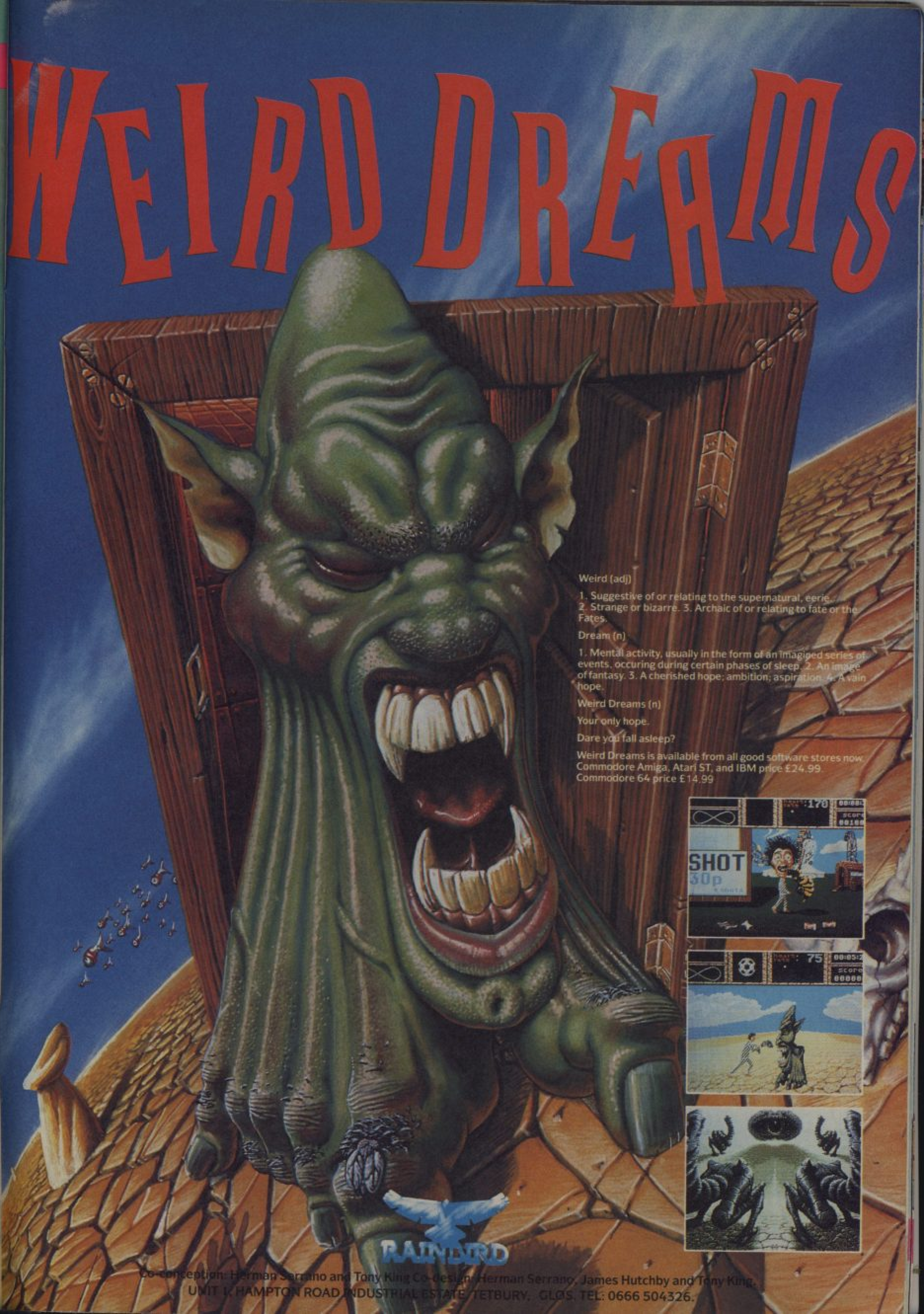
The action is fairly run-of-the-mill. Duke stands with his back to you facing into the screen. The enemy — all invading cyborgs — pop up from behind a variety of objects and let rip with their guns. Gun cannons open up, tanks roll onto the screen and the air is thick with cordite.

Aim quickly and squirt off a few volleys at the enemy — trucks and tanks need quite a few hits before they disintegrate. Red Cross boxes can be shot open for prolonged life, and firing at oil cans, crates and the like reveal bulletproof jackets and extra ammo.

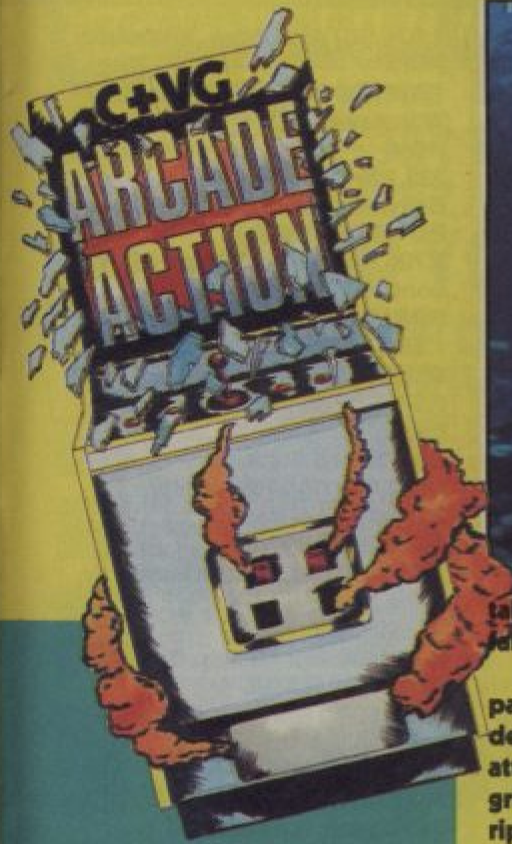
The surprise of Dynamite Duke comes when one of the enemy wades in for a spot of one-on-one combat. In other games, you just shoot to stop anyone getting too close. In this one you go into punch and kick mode and attempt to beat their brains out!

Dynamite Duke has lots going for it. The graphics aren't as slick as Operation Wolf, but the action's fast and sufficiently difficult to create the "just one more go" syndrome.

GRAPHICS	84%
SOUND	81%
VALUE	83%
GAMEPLAY	85%
OVERALL	83%


WEIRD DREAMS
Weird (adj)
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SECRET AGENT

Data East's Secret Agent seems to be modelled on a macho 007 figure with the hero running around in a bow tie and taking on baddies single-handedly.

You, of course, play the part of the secret agent. Standing in the open hatch of an aircraft, you leap out and freefall for the next few thousand feet. Immediately the enemy appear and the sky is filled with plummeting bodies. Keep yourself on an even keel and take out the baddies as they fall past you.



A few seconds later the parachute opens up and deposits you in a city. Terrorists attack from left and right — grip your trusty pistol and let rip. Take them out and move on towards the docks. This is very much a jump, dodge and shoot scenario and the graphics and style of movement are very reminiscent of Rolling Thunder and Shinobi.

Secret Agent is a hard-fought battle and takes quite a lot of beating. Lots of action and nice large graphics, but nothing startlingly new.

GRAPHICS	82%
SOUND	82%
VALUE	79%
GAMEPLAY	87%
OVERALL	83%



ALPHA PLUS

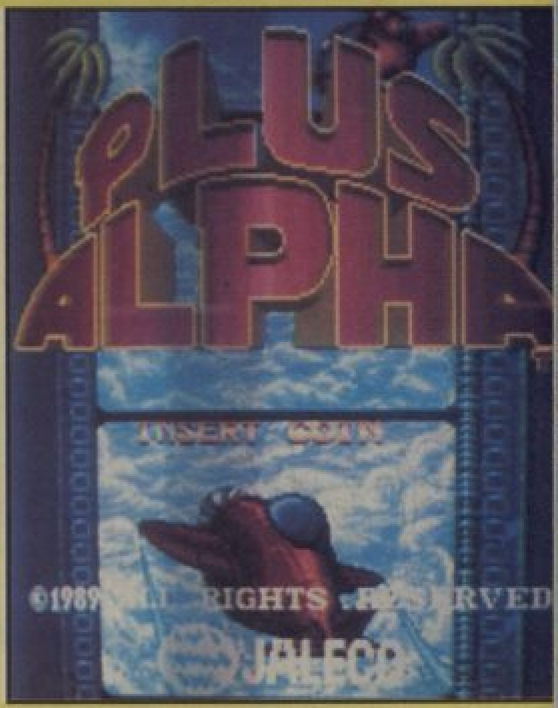
Cutsie, cutsie, cutsie — Alpha Plus is cuter than a basket full of kittens. Cuter than Glenys' teddy bear collection. Cuter than Geoffrey Howe's bottom (that last one wasn't cute actually — I was just testing.)

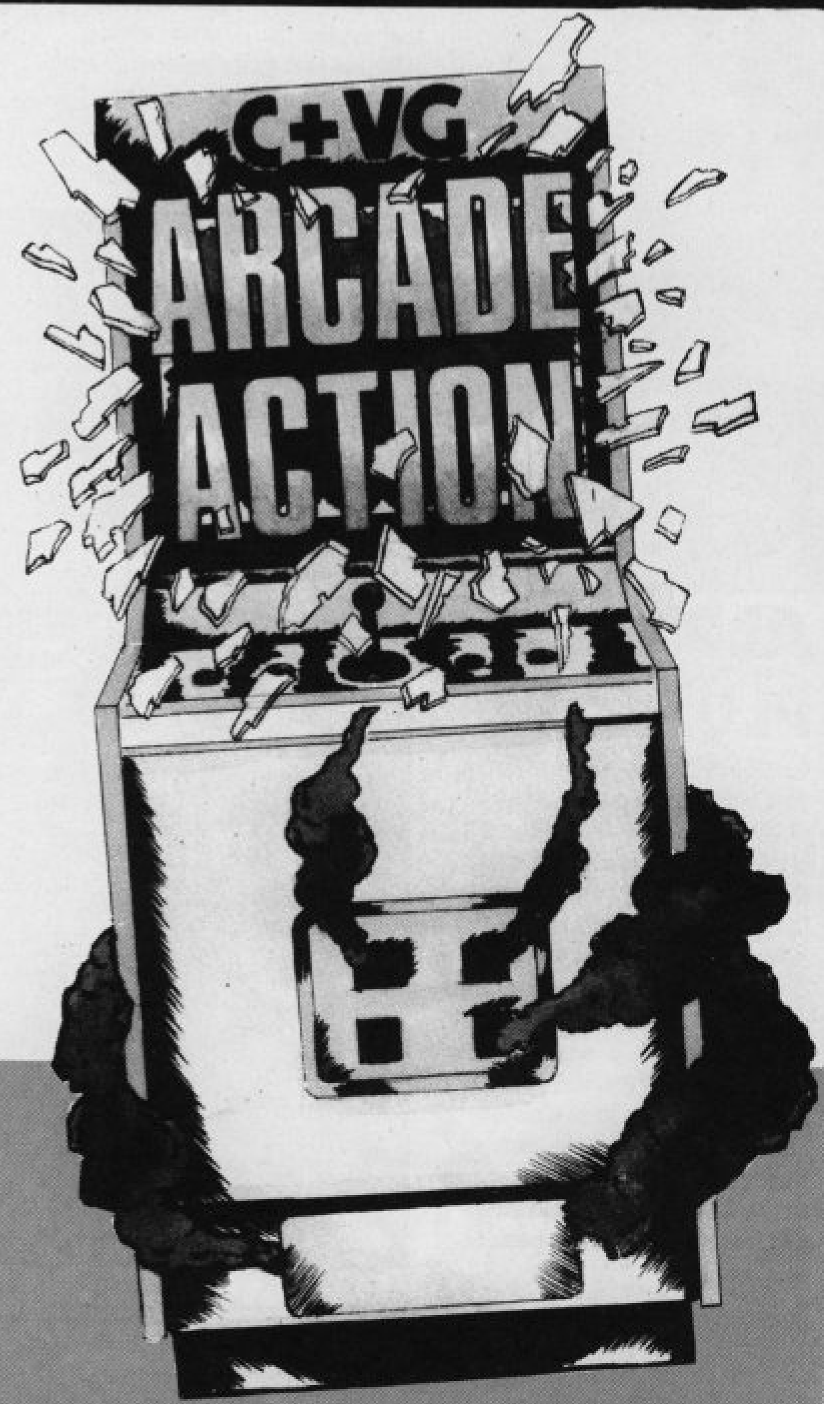
OK, so it's a simple vertically scrolling shooter — but the graphics are style-wise straight out of Galaga '88 (the second most cute game in the universe) and the candy pastels and the puffy sprites make you want to tickle them under the chin — just before you blow them to bits, natch.



Gameplay — stereotyped but addictive — scroll along, pick up the extra weapons and lay waste to anything that moves. Alpha Plus is a jolly good blast. Coochy, coochy, coo. . .

GRAPHICS	87%
SOUND	80%
VALUE	82%
GAMEPLAY	86%
OVERALL	85%

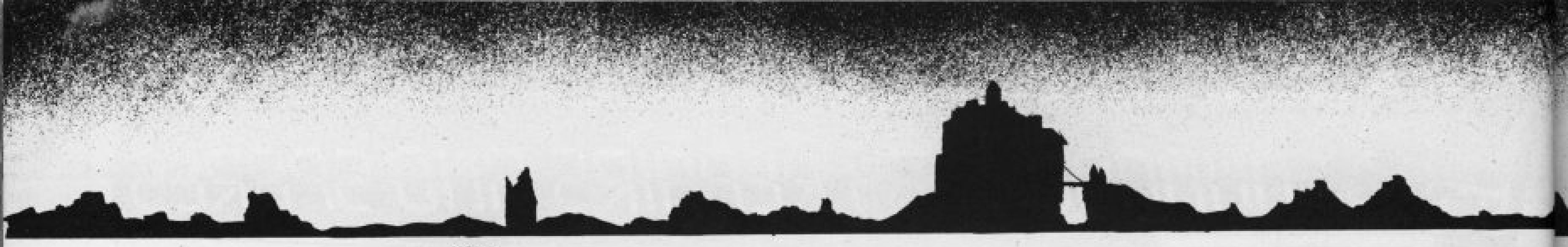




Scores are pouring into the Official UK Arcade Highscore table, and records are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips — so get writing. Send your stuff to ARCADE TIPS at the above address — and don't forget to say which computer you own.

Oh yeah, there have been a couple of queries about the Double Dragon score. It IS right — there's a cheat that lets you get that score. It'll be printed along with a load of other cheats next issue.

1942
12,110,830 Colin McWhiter (CMC), Ballymena, N Ireland
AFTERBURNER
18,973,210 J Wallace (JAU), Staverly
ALIEN SYNDROME
843,010 Colin McWhiter, Ballymena, N Ireland
ALTERED BEAST
3,482,600 Ryan Humphreys, Durkar, Wakefield
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
32,624,000 Lee Waters (LEE), Hayling Island, Hants
CABAL
2,390,000 David Lashley (TUF), London
CHASE HQ
10,100,000 Russell Pickard (RUS), Bournemouth
CHELNOV
101,570 Alex Ware (AJW), Shenfield
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DOUBLE DRAGON
999,999 Colin McWhiter, Ballymena, N Ireland
DOUBLE DRAGON II
201,040 Colin McWhiter, Ballymena, N Ireland
FINAL BLOW
926,910 Ben Ware, Shenfield
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
2,310,100 Gavin Davis (PFJ), Swansea
FORGOTTEN WORLDS
6,721,600 Gary Harrod (GAZ), Poole, Dorset
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,075,980 Alex Ware, Shenfield
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GOLDEN AXE
225.0 Gary Harrod, Poole
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Brighton
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,353,300 Martin Deem, Portsmouth
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RJL), Exeter
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
OPERATION WOLF
720,000 Ryan Humphreys, Durkar, Wakefield
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,011,310 J Wallace, Staverly
OUTRUN TURBO
1,971,570 Alex Ware, Shenfield
P-47
1,675,890 Chris Ford, Lancing, W Sussex
POW
233,720 Colin McWhiter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
1,554,700 Gary Harrod, Poole
QUARTET
8,576,750 James Washburn, Essex
RASTAN SAGA
1,081,000 Colin McWhiter, Ballymena, N Ireland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,931,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhiter, Ballymena, N Ireland
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester
SHINOBI
362,150 Gavin Davis, Swansea
SIDE ARMS
1,846,800 Mark Boreham (BAD), Sudbury, Suffolk
SILKWORM
716,500 Martin Deem, Portsmouth
SKY SOLDIERS
1,215,000 Gavin Davis, Swansea
SPLATTERHOUSE
341,100 Adrian Smart (AA), Hereford
STRIDER
227,300 Gary Harrod, Poole, Dorset
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPERMAN
5,264,700 Gary Harrod, Poole, Dorset
TETRIS
172,600 Julian Rignall, Brighton
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERCROSS
8,004,720 Craig Ross, Falkirk, Stirlingshire
TOOBIN'
13,213,330 Martin Deem, Portsmouth



AD

If adventures are tops in your house, here's the place to be. Boy, has Keith Campbell has got some adventurey stuff for you. Look down. Read page...

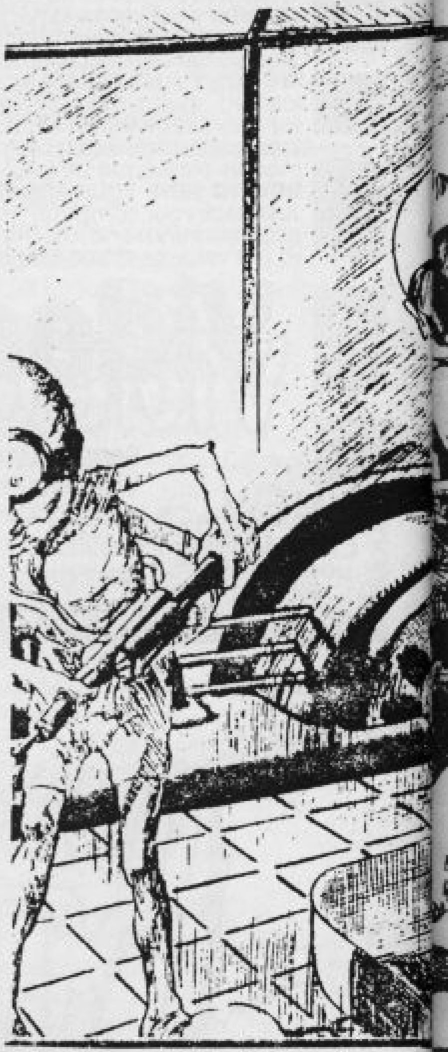


RGB Marshall of Cheshire is a reader who has sent in a number of solutions in recent months, sometimes before the game in question has even been available to reviewers in the UK! But now we have seen the last of his efforts, thanks to Deja Vu II! "Personally, I'm jacking in playing adventure games. This little epic set me back £25 and gave me about four hours of pleasure. The brain power needed for this game is minuscule." Maybe I should put him in touch with The Fiend?

Remember a few months ago I passed on an "unusual" version of Colossal to Norman Nicholson, in a bid to help Tony Dilworth complete it? "Wish I had some good news for you," wrote Norman to Tony a couple of months later, "but I couldn't find anything you'd missed." In the meantime, Norman's PC at work was changed for a different computer, and he could no longer continue...

And now, a visit to the fjords! Kenneth Holan of Skatval in Norway is in deep water with Fish. He can't get the radio case, can't ascend the tower, and wonders whether or not he can open his neighbour's door. Bent Dahl of Drammen is stuck too, and he wants to know Bertie Bream's computer password, what to do in the power station, and how to tune the crystal. In his spare time, Bent is playing Mortville Manor, and can't get away from the statue.

Meanwhile, still in Norway, Pal Aarvig of Tarnasen is concentrating on trapdoors! He's trying to open the trapdoor in Lucifer's Realm, and doesn't know what to do after he's secured the trapdoor in Waxworks.



Pal also has a little sideline in clocks - and is currently keen to wind up a grandfather clock in Witness, if only he could find the key. Pal adds that any help at all for Mindfighter would be appreciated... Hmm, 'nuff said!

Celia Taylor from Kilgetty in Dyfed, is a KQ fan. She finds that playing King's Quest III and King's Quest IV alternately, helps her to solve problems in both. But now Celia seems to have reached a complete impasse in KQIV. She can't find the bridle and hence the unicorn, although now tamed, will not follow her. Perhaps finding a key for the crypt, or getting through the nasty trees, two more difficulties Celia is facing, might help, although I suspect that

VENTURE



the latter really are impassable - unless, of course, you know different...

And finally, a number of readers have been asking how to join Official Secrets, the club specialising in adventure, strategy, war gaming, role playing, and fantasy. The club's been running for just over a year now, and is going from strength to strength. To join, you need an application form from Official Secrets, PO Box 847, Harlow, CM21 9PH - or ring 0279 600204. The subscription rate is: UK £19.95 and Europe £24.95. For this you receive the bimonthly professionally printed magazine, Confidential (you might even catch an article by me in it from time to time!), the adventure Gnome Ranger by Level 9 on joining, and Myth, a mini adventure written by Magnetic Scrolls exclusively for Official Secrets, as well as access to a Helpline and automatic membership of Special Reserve, a mail-order discount club.

There has been some confusion over eligibility to join, since the subscription rates quoted are for UK and EEC countries. However, I rang The Boss Upstairs and he confirmed that the EEC rate covers all countries in Europe. Currently, "Rest of World" is not supported - it seems no-one considered that cobbers would be interested in joining! So if you live outside Europe, and might like to join, write to the address above and tell them so! Who knows, the Boss Upstairs may have a change of heart...

SORRY!

We omitted the mail order details for the Home Grown adventures featured in the July Issue. Here they are: The Jade Stone - Marlin Games, Spectrum 48k 2.95, Atari ST £8.00, available from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.

Shards of Time - Titan Games, Atari ST £14.99 from Titan Games, 45 Windmill Lane, Worksop, Notts S80 2SQ.

Immortality Rules OK - Wildfire Publishing, Spectrum 48k £3.99 from Wildfire Publishing, 1 Middlefield Road, Rotherham, South Yorkshire, S60 3JH.

ROLE CALL

Things were a bit hectic back in June and July, with the column taking a new format. So apologies are due for cutting short the clues for Bard's Tale II. You'll find them in this month's A-Z section. Role Call has called many people, including Celia Taylor from Dyfed, and Henk van der Lee from Dordrecht, to the help of Michael Howes, who was in trouble with Dungeon Master. Here is what they say: To open the secret door (red keyhole) use the Winged key from the firestaff level. To get to where the Winged key is, a Ruby key and three Ra keys are required, from levels 3, 9, 11, and 12. In the Ruby key room, a small button must be located, which opens a secret door. This leads to a long hall, with another small button, leading to the Winged key that gives access to the Dragon level.

When is rock not rock? To the left of this writing, the wall can be passed through, as the rocks do not exist! And some riddles: I am all, I am none - NOTHING A golden head and tail but no body - GOLD COIN I arch yet have no back - BOW Hard as rocks, blue as sky - BLUE GEM

Alan Hughes of Warrington was stuck in front of the gates leading to Mangar's Tower in Bard's Tale I. Stefaan Hurts from Hoevenen in Belgium tells him how to get through: From the third level below the sewers go to 16N-17E, to get to the stairs "which seem to go a long way up". Ascend these and use the onyx key to enter the tower. The silver square and the silver triangle (together with another shape) will come in handy on the last level of the tower.

And finally, here's a plea from D Barrett of Cromer, who is having a problem with a strange Mage. He wants to know how to split the rock, in Bard's Tale II. Having tried all sorts of things, he is told to go back to the tombs, where the only thing he can find is a poem and some feathers. Is there something he has missed?

SOME DIDN'T MAKE IT

A Sierra 3D adventure that didn't make the review pages, is Goldrush, available on Atari ST (£19.99), Amiga (£24.99), and IBM PC (£24.99).

In this adventure, a fictional story based on true history, you play Jerrold Wilson, a newspaper reported whose brother Jake left home under unhappy circumstances. A letter arrives from Jake, bearing cryptic news of the gold find - news that reaches Jerrold before the general population of Brooklyn.

Jerrold decides to set off in search of his brother, and for his fortune. Did you realise that to get from New York to the east coast of America in those days was a hazardous and complicated affair? Jerrold's first job is to acquire enough money to buy his ticket, whichever of three possible routes he decides upon. This requires some clever timing, for once the gold rush is on, the cost of anything remotely connected with it rockets way beyond Jerrold's means.

The detail and consistency in the graphics are superb, with some spectacular animation effects. Brooklyn, for example, actually looks a busy place. There are horse-drawn buggies rushing about everywhere, and many people walking the streets, all in the costume of the period. A highly entertaining as well as educational adventure, the Gold Rush package includes an 88 page historical book on the subject, and a large colour map of the gold regions of California.

◁

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BBC 'B', issue 7, two single disk drives, 40/80 track DS, green monitor, AMX chip, mouse, software. £320. Tel: 367 7027 after 4pm.

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CLUES



Help this month came from: Nico Schaap, Katwyk, Netherlands, Pal Aarvig, Norway; Marco Andreoli, Turin; Andrew Duffy, Deeside; Bent Dahl, Drammen; and Tomas Lopez, Valencia.

ASYLUM

The adventure that sends so many people screaming mad...

HYPOCHONDRIAC:
Give her the stethoscope and kill her. Then retrieve the stethoscope.

ELECTRICIAN:
Chop him with the axe and get the fuses.

LONG HALLWAY WITH DOORS:
Lock all the doors to get the candle and the matches.

GUARD:
Go to plastic surgery with the drugs, then get the camera and the matches.

ELECTRO SHOCK ROOM:
Scramble the fusebox then enter. Get the battery and insert the fuse in the fusebox - you need a lit candle to see.

LONG HALLWAY:
Get the bean bag and drop it at one end. Get the rocket belt and wear it. Go to the other end and press the button. Get the wire.

PHONE ROOM:
Wear the uniform. Chop the phone, then the receiver, with the axe. Get the coins and the magnet.

PHYSICIST:
Enter carrying the magnet. Get the generator.

PSYCHIATRIST:
Press the button on the generator. Get his smock and wear it.

EXTERMINATOR:
Tiptoe outside. Enter and tie him with the rope. Wear the rat suit.

McCOY:
Look like Star Trek character and get the transporter.

BANANA PEEL:
Slip on it twice and get the book of law. Examine the peel to get the caterpillar.

GURU:
Give him the book and get the scroll.

ENTYMOLOGIST:
Give him the caterpillar.

PICNICKER:
Open the jar and get the lunch.

EMMIT:
Give him the lunch.

MASTER MYSTIC:
Press the button on the transporter, drop the rat suit, and enter. Get his ring, go outside, get his suit and wear it.

TO ESCAPE:
Look under the bed in your room and get the picture. Go to the surgeon and show it to him. Then go to the exit - and leave!

BARDS TALE II

Look at the spells of sorcerous kind; Who's the master of the mind -
MANGAR
To pass the double doors play the Bard's last song, number seven The message SAMEN NGHOINT is an anagram not a password!
Traverse the gap with help from the winged creature.

TOMBS (FIRST DUNGEON)
Name the city PHILIPPI
The name of the old man's staff is **OLD**
To solve the death's snare problem - Kill the toxic giant, and you will get a torch. Give it to the old warrior, and make sure he's walking first. Return to the snare.

FANSKAR'S FORTRESS (SECOND DUNGEON)
Choose the left of three doors.

DARGOTH'S TOWER (THIRD DUNGEON)
Speak the three in sequence - EARTH, COMPASSED, FOUNTAIN

THE TEN RIDDLES
And this, the first, it quencheth thirst - **WATER**
And number two is never true - **LIE**
For three, you see, cannot be free - **SLAVE**
To him give four, he'll not be poor - **GOLD**
The fifth, of course, cannot be love - **HATE**
Six we know will try to crow - **ROOSTER**
For seven and eight reverse tiny and late - **YNIT ETAL**
Number nine likes his favourite wine - **BARD**
The last, you see, is number ten, They cannot be called manly men - **WOMEN**
OSCOU'S Magic mouth answers are - **KRILL, FIRE, SILENCE.**
Answer the old man - **DERVAK**
Fifth snare names - **SCISSOR, PAPER, ROCK**

DESTINY STONE DUNGEON (THE LAST)
To enter say - **FREEZE**

PLEASE MAZE OF THE DREAD To enter - **DREAD**
Say to the riddler - **DER**

MANGAR'S TOWER
To enter, go to the bottom level of the sewer, 16 north and 17 east, and you'll find what you need. You'll also need the onyx key.



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Build the raft in the right place, or you will not be able to move it!

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MEAN MACHINES

PACLAND

BY NAMCOT

Grandslam released computer conversions of Pacland earlier this year, so I was interested to see how Namcot's PC Engine conversion compared with them. Well, to be honest, even the Amiga version looks poor by comparison. (And before any enraged Amiga owners write in, I'm not necessarily saying that the PC Engine is better than the Amiga — but in this case the *software* certainly is.).

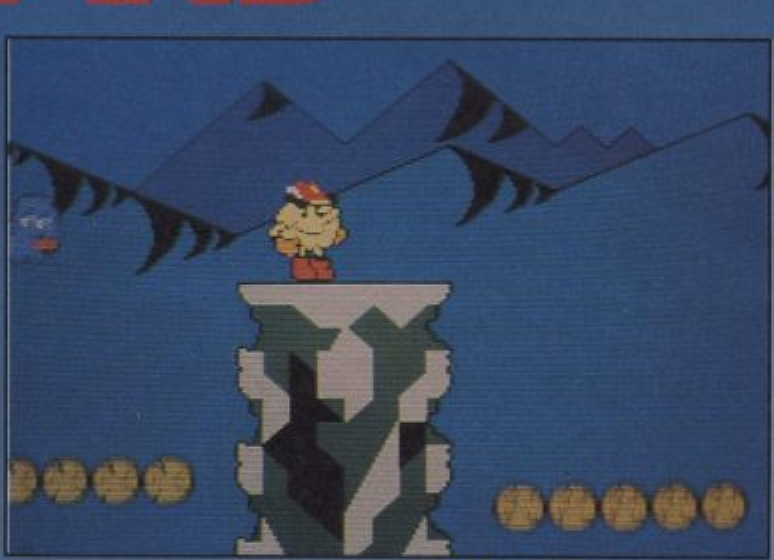
All the features (and I mean ALL) of the coin-op original, and its looks and playability have been captured on this Engine version, and the end result is a replica of the arcade machine that's indistinguishable apart from the fact that you don't have spend lots of ten pences to play.

The coin-op's been around for four years now, but if you haven't seen it, here's the story. The player is put in control of the yellow dot-gobbler himself. He's not just a round thing any more — he's sprouted arms and legs — and he's on a mission to take a lost fairy back to fairyland. This involves running and jumping across a horizontally scrolling landscape avoiding ghosts. These too have got a bit smarter since their PacMan days, and now drive cars, fly planes, hop on pogo sticks — and generally do anything to stop Pac from completing his mission.

There are eight levels in all, each split into four sub-levels, and if you manage to get through them all, you can play Super Pacland, which has different coloured backdrops and is twice as tough as the normal game!

As I've already said, Pacland is a marvellous conversion. The tunes, the graphics and the playability are all absolutely identical to the coin-op. It's massively addictive, very challenging and will keep true Pacfans happy for months.

JULIAN RIGNALL



C+VG HIT!



▲ *Pacland is brilliant!*

PC ENGINE £29.90	
GRAPHICS	85%
SOUND	84%
VALUE	87%
PLAYABILITY	90%

An utterly superb conversion: this IS the coin-op, right down to the very last detail. If you're a fan of the coin-op, don't miss it.

OVERALL	90%



FINA

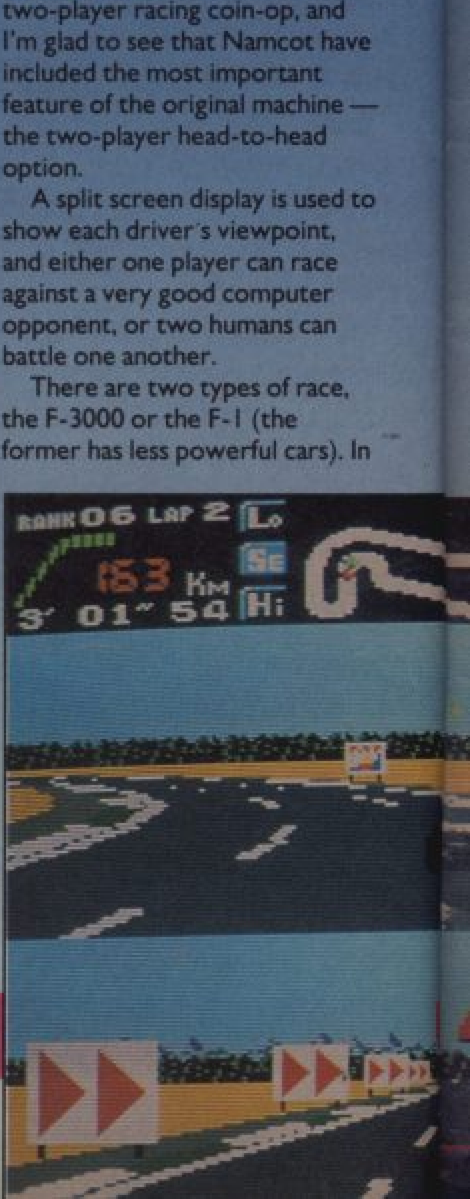
C+VG HIT!

BY NAMCOT

Now here's a race game and a half! Final Lap Twin is a conversion of Atari's two-player racing coin-op, and I'm glad to see that Namcot have included the most important feature of the original machine — the two-player head-to-head option.

A split screen display is used to show each driver's viewpoint, and either one player can race against a very good computer opponent, or two humans can battle one another.

There are two types of race, the F-3000 or the F-1 (the former has less powerful cars). In





AL LAP TWIN

two-player mode you have the choice of a full Grand Prix season over 16 different tracks (including many famous ones), or you can set the match between one and seven races. In one-player mode you can select a track to practice on.

When the type of race is selected and the player's names have been input, the players can choose their cars from a list of four: a medium or high-powered automatic car, or even faster manual versions (which are far more difficult to control).

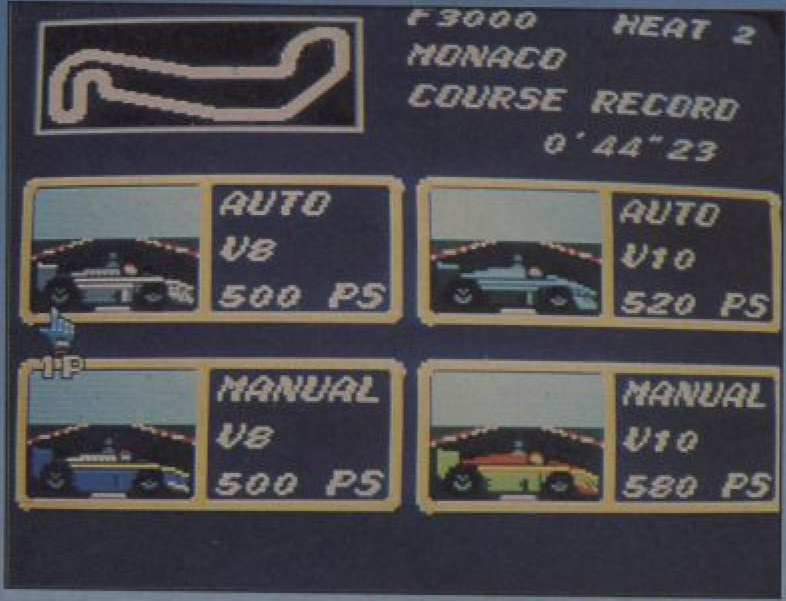
Then it's straight into the race. There are 26 other cars on the course, and the idea is to simply to overtake them all within three laps and finish in the first seven to get points. As well as going for points, there are also course records to break!

Apart from having excellent graphics and sound, Final Lap Twin is supremely playable. And with two players it really comes into its own. There's something about it that brings out the competitive spirit in anyone who plays it — in the office there've been grudge matches a-plenty.

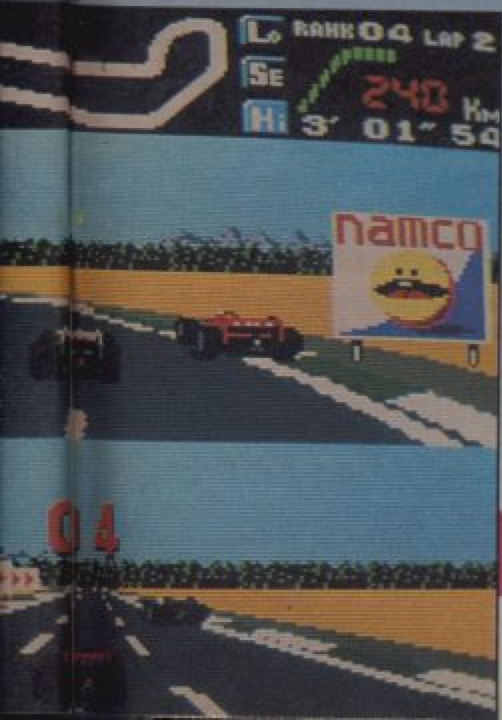
Final Lap Twin is a classic — you really do feel like you're racing! The presentation is superlative, it plays brilliantly and has tremendous lasting appeal. In short, it's a game no PC Engine boy racer should be without.

JULIAN RIGNALL

▼ *Burn it!*



▼ *Two-player action.*



PC ENGINE £29.90	
GRAPHICS	85%
SOUND	82%
VALUE	86%
PLAYABILITY	93%

A classic two-player race game with excellent graphics, superb playability and massive lasting appeal.

OVERALL 93%

NINJA WARRIORS



▲ *Slice 'em.*

BY HE SYSTEMS

This horizontally scrolling beat 'em up was originally a three screen, two-player coin-op. The PC Engine version is single screen (of course) and only has a one-player option, but the programmers have cropped the top and bottom of the screen to make the game look as similar to the coin-op as possible. And they've certainly captured the feel too!

The game is set in 1993, and the player takes control of a robot ninja whose mission is to destroy the head of a ruthless and sinister organisation.

Pre-mission options allow you to change the difficulty level, choose your robot ninja (there are two different ones), and select the colours of his clothes.

With that done it's time to hack your way through level after level of hostile territory, defending yourself with twin knives and a limited supply of shuriken lobbing stars.

The enemy are numerous, and range from kung-fu commandos, to knifers, robo dogs, machine gunners and snipers.

What I particularly like about this, apart from the incredibly fast slash 'n' hack action, is the way that as the ninja sustains damage, parts of his machinery is exposed — near the end of a game, he becomes a walking metal skeleton.

Ninja Warriors offers plenty of excitement, and should become a firm favourite with PC Engine beat 'em up fans.

JULIAN RIGNALL



▲ *Dice 'em.*

PC ENGINE £29.90	
GRAPHICS	87%
SOUND	83%
VALUE	81%
PLAYABILITY	82%

A tough, action-packed and addictive beat 'em up which budding ninja assassins should find very enjoyable.

OVERALL 82%



▲ *Hack 'n' slay the ninja way.*

MEAN MACHINES

GUNHED

HUDSON

Until this month I was perfectly satisfied with playing *R-Type*, *Twin Heli* or *Galaga '88* on my PC Engine. But then *Gunhed* came along and I'm afraid that's all over.

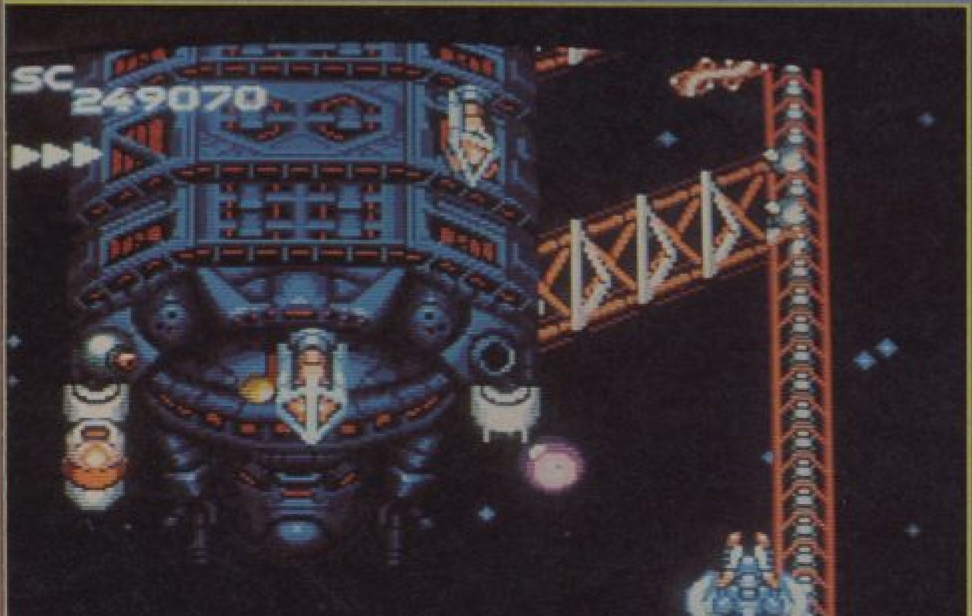
It's a space-borne blast with no apparent objective apart from laying waste nine long vertically-scrolling levels of star-baddies.

As usual, downed baddies release a weapons capsule which you can pick up to bolt goodies onto your ship. Nothing unusual, but in *Gunhed* these pods really let you kick the conkers off anything that gets in your way. The weediest weapon is a rapid fire laser, but a few pick-ups later

▼ *It's brill!*



▼ *It's fab!*



you can have a defensive shield, two super-hard Multibots flying alongside you firing fireballs, multi-directional Destructor Waves, homing missiles, or a screen full of Field Thunder death beams.

Usually, being so tooled-up means it's dead easy to cream the opposition, and hence, you've got zero gameplay. Not with *Gunhed*. The difficulty level picks up quite slowly, but after level two things start to get a mite tough, and by the time you get to level eight where a myriad of beautifully drawn bubbles fly everywhere, the game will have your nerves in shreds.

The graphics throughout the game really are arcade quality. The sprites and backdrops are utterly stunning and the speed at which everything moves is exceptional. Nor has sound been forgotten, for *Gunhed* sports a load of superb soundtracks, marvellous effects and even



▲ *It's amazing.*

speech to tell you what each pick-up does.

What more can I say to convince you? It's simply the best shoot 'em up I've played outside of an arcade. Anyone on the quest for the ultimate shoot 'em up — this is it! THIS IS IT!!

PAUL GLANCEY

C+VG HIT!

PC ENGINE	£29.90
GRAPHICS	97%
SOUND	97%
VALUE	95%
PLAYABILITY	96%

Urbleburbleburble. Utterly incredible, super-smooth, ultra-fast mega-blast that blows all other shoot 'em ups out of the water. Buy it and kiss your joypad arm goodbye.

OVERALL	96%

CYBER CROSS

BY FACE

Horizontally scrolling beat 'em up in which the player takes control of a fighter who's capable of transforming into a heavily-armed robot.

The game is split into several levels, each with a tough guardian at the end — on level one you have to fight a fire-breathing

It's action all the way as hordes of baddies attack from either side of the screen, but there are plenty of transformer icons and extra weapons to pick up — if you can stay alive long enough to collect them.



▲ *Shoot it!*



▼ *The best console blast yet!*

The graphics are excellent, with crisp, smooth-scrolling backdrops and beautifully drawn and animated sprites. The sound is also very good, with a wide variety of soundtracks and some meaty effects.

Cyber Cross is hard, but has that essential addictive quality to keep you glued to your Engine for hours at a time. It's been overshadowed somewhat by other Engine releases this month, but nevertheless it's a game that shouldn't be overlooked.

JULIAN RIGNALL

PC ENGINE	£29.90
GRAPHICS	88%
SOUND	87%
VALUE	79%
PLAYABILITY	83%

A novel twist on the beat 'em up theme with plenty of action and lots to do. Check it out if you're after something a little different.

OVERALL	80%

MEAN MACHINES

THUNDERFORCE



The impressive title screen. ▶

New Sega Megadrive releases have been thin on the ground since it was launched in Japan just before Christmas - but if this new shoot 'em up is any indication of the quality of software to come, it looks as though the machine has a very bright future ahead of it.

Thunderforce is a techno-blast with five scrolling levels. The twist is that there are three eight-way scrolling bomb-the-base sorties which alternate with two horizontally-scrolling megablast missions.

There are the usual truckload of aliens buzzing about the place, as well as the usual truckload of weapons to shoot them with. Not yer standard power-ups these, though. Exotic armaments such as wave beams, hunter missiles, megaflash or five way shots are what you want, because they kill lots of baddies (and make some rather nice noises too!) Very handy for those b-i-i-i-g end-of-level nasties, particularly that mean mutha of a tank in mission four.

The alien backgrounds and sprites are very well drawn and animated and there's even a bit of parallax scrolling in there. The use of sound is outstanding, though, and it's really worth plugging your headphones in for the funky music and raucous spot effects.

In spite of all this, I wasn't completely bowled over by Thunderforce, simply because there isn't quite enough to it. Although it's pretty tough at first, a few days of practise and a bit of jammy flying is all it takes to get through the game. If it had eight levels I'd rave. As it is, I'll coolly say, "Check it out."

PAUL GLANCEY

▼Blast 'em with mega weapons.



▼ Lovely smooth-scrolling backdrops.



SEGA	£31.90
GRAPHICS	77%
SOUND	94%
VALUE	75%
PLAYABILITY	79%

A great shoot 'em up. It's tough, but the appeal is a bit short-lived due to the lack of leve's. Expect even better things of the Megadrive very soon.

OVERALL 80%

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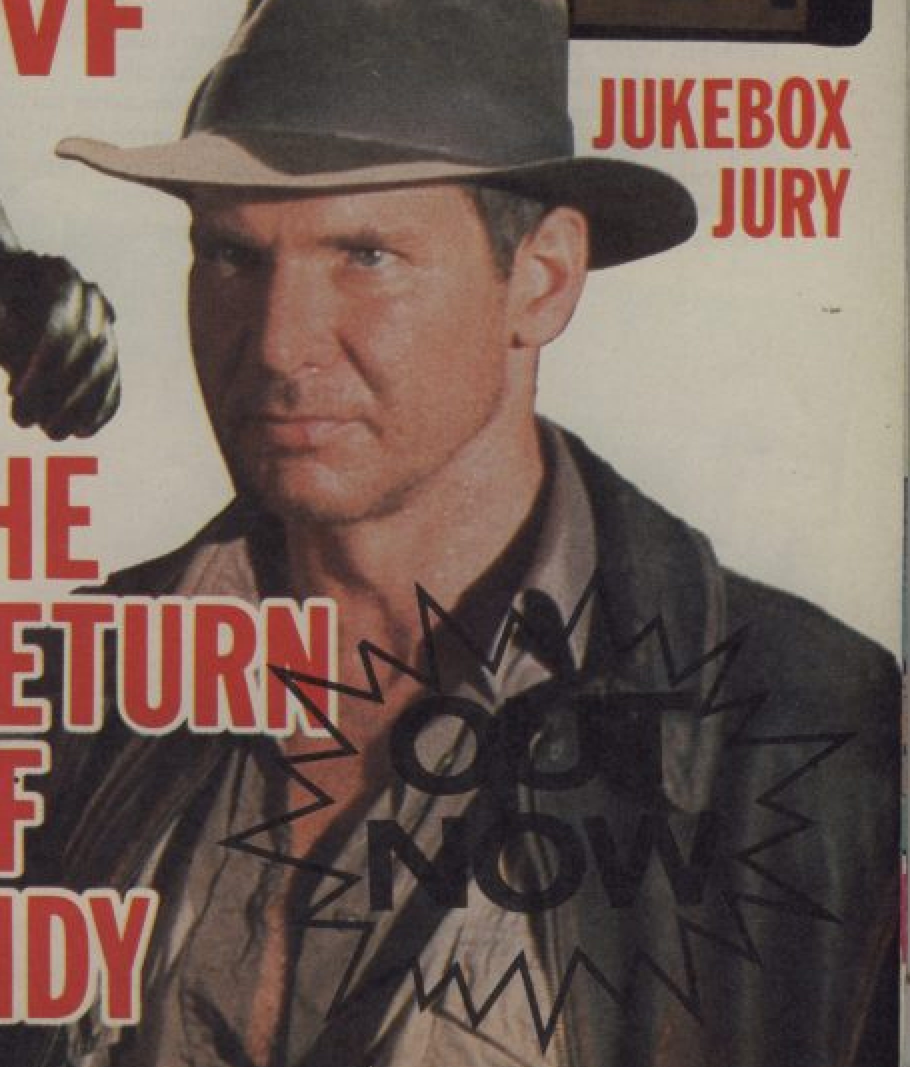


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MEAN MACHINES



WONDER BOY III

Before I start on this review I'd better make it clear that this *Wonderboy III* is not — repeat, not — the same game that is currently doing the rounds in the country's arcades. Everybody got that? Yeah? OK, good.

The action in this particular *Wonderboy III* opens as WB is nearing the end of a quest to slay a dragon in the Castle of Monsters. Equipped with his trusty sword and clad in a suit of armour, the heroic lad stalks the scrolling corridors of the castle, until he at last reaches the hall of the dragon. While the scaly wyrm breathes volleys of fireballs at him, WB has to leap up and stab it in the chops seven times before it explodes in a shower of stars.

However, it's the dragon who has the last laugh, and as WB is filching its horde of gold, a blue fireball hits him and transforms him into a fire-breathing dragonlet with prodigious platform-leaping abilities!

After escaping from the castle, Wonderboy considers his position. Monster-bashing hero he may be, but how will he ever be accepted back into a society that is pathologically prejudiced against mythological saurians?

His only chance to lift the dragon's curse is to find the Salamander Sword, but, not surprisingly, there's a legion of minor monsters and miles of scrolling landscape between him and it, as well as five more magical dragons to slay.

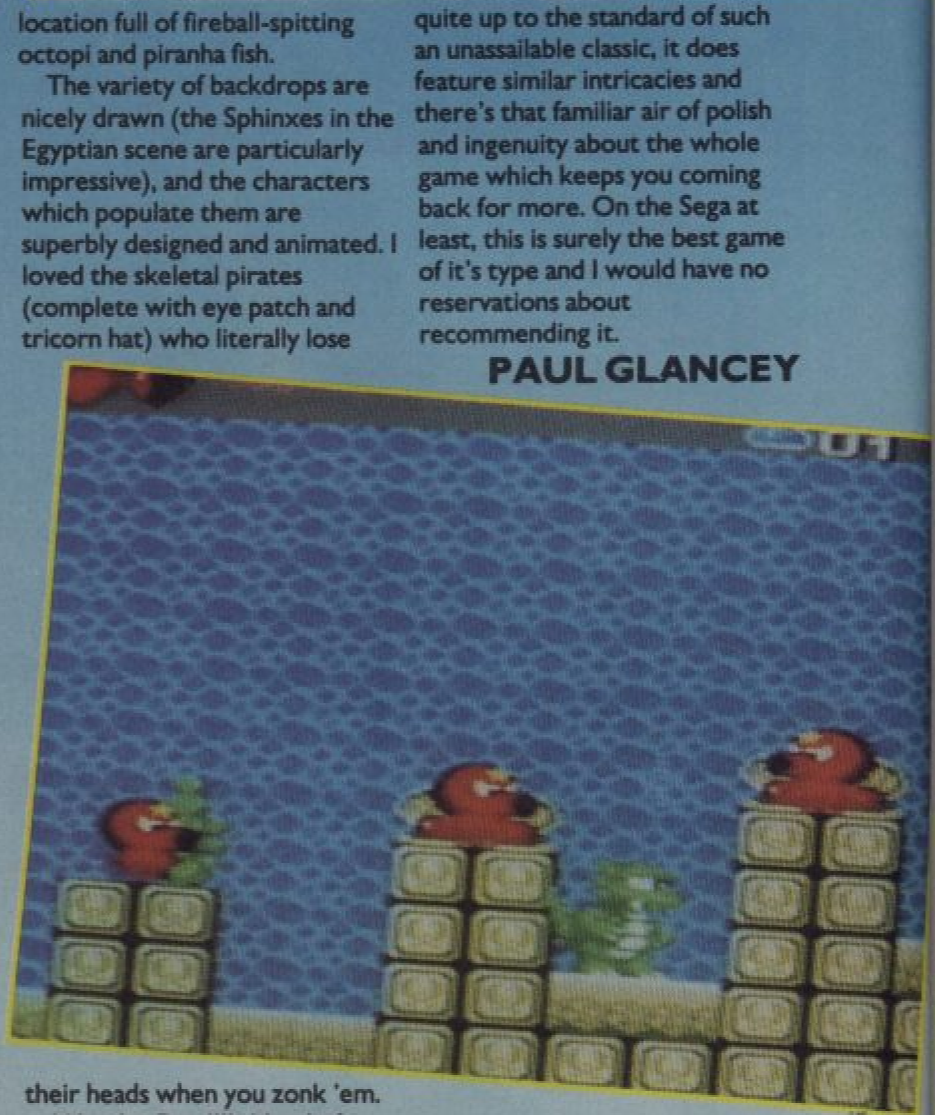
In dragon form, Wonder Boy's sword is replaced by fiery breath, but he can collect other weapons, such as bouncy fireballs, arrows and whirlwinds when they're dropped by deceased foes. Coins are collected in a similar manner, so that WB can buy said missiles, as well as better armour and shields from handy arsenals staffed by one-eyed pigs (kerazeee, no?).

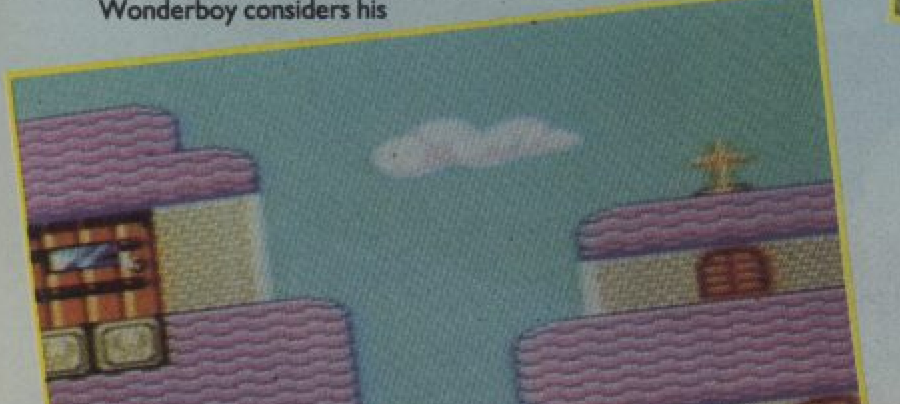
If a door doesn't lead to a shop of some kind, it can take Wonderboy to some other part of the landscape, maybe to a town, a desert or an underwater location full of fireball-spitting octopi and piranha fish.

The variety of backdrops are nicely drawn (the Sphinxes in the Egyptian scene are particularly impressive), and the characters which populate them are superbly designed and animated. I loved the skeletal pirates (complete with eye patch and tricorn hat) who literally lose their heads when you zonk 'em.

Wonder Boy III's blend of platform gaming, adventuring and super-cute graphics reminded me very much of Super Mario Brothers II, and while it isn't quite up to the standard of such an unassailable classic, it does feature similar intricacies and there's that familiar air of polish and ingenuity about the whole game which keeps you coming back for more. On the Sega at least, this is surely the best game of it's type and I would have no reservations about recommending it.

PAUL GLANCEY





C+VG HIT!

SEGA	£24.95
GRAPHICS	85%
SOUND	55%
VALUE	83%
PLAYABILITY	87%
Cute and cuddly platform adventure with piles of addiction guaranteed.	
OVERALL	86%

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PREVIEW

HAMMERFIST
VISUAL IMAGE

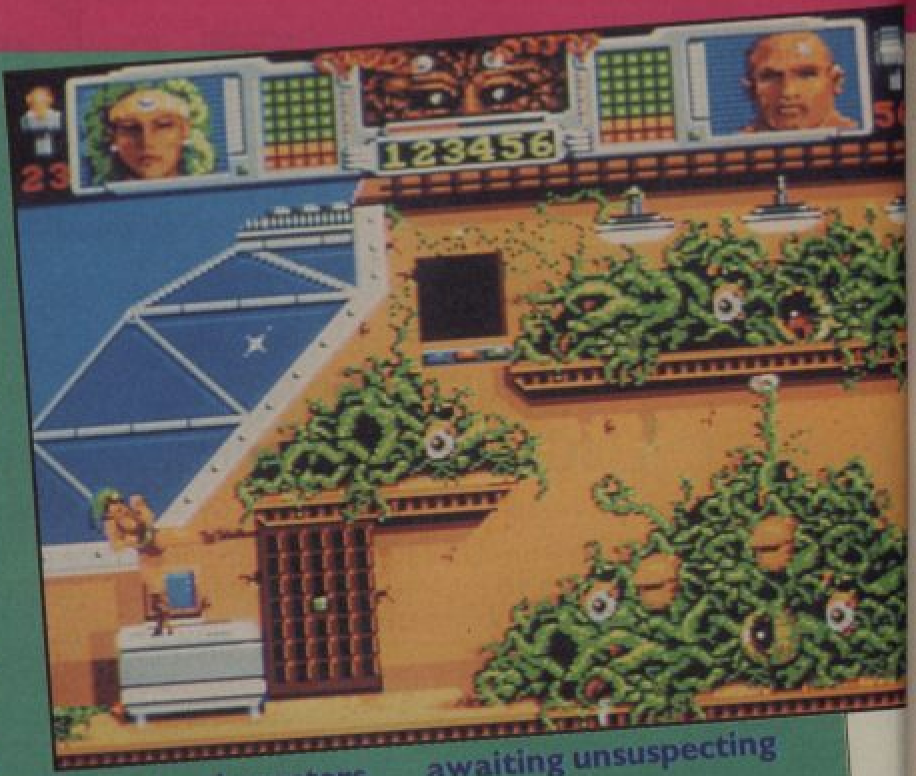
Something's happening out in Watford. C64 mega-programmer John Twiddy (programmer of Last Ninja I and II, Tau Ceti and Ikari Warriors), Mev Dinc (Gerry the Germ, Prodigy, Enduro Racer (Amstrad) and Last Ninja II (Spectrum and Amstrad)) and graphic Artist Hugh Riley (who's worked on Bangkok Knights, Predator, Dominator and Last Ninja I and II) have got together to form a brand new software house called Vivid Images (They should have called themselves Twiddleydinc — JR).

Their first project, Hammerfist, is well underway and we popped over to see how it was getting along — and came away very impressed.

The game is being programmed on all formats, ST, Amiga, Spectrum, Amstrad, C64 and IBM PC, as well as the Konix Console — one of the first games to appear on the machine.

It's a flick-screen arcade adventure in which the player takes control of a strange character. Or should that be characters? You see, two holograms, one a tough 'n' meaty fighter, Hammerfist, and the other an athletic girl, have been melded together, and only one can be active at a given time. To get unstuck the characters have to make their way through three loads-worth of fiendishly designed platform screens that are jam-packed with puzzles, baddies and hazards.

Many puzzles require the combined abilities of the girl and the bloke, so much switching of characters is needed to progress. Some of the puzzles are really neat, and there are plenty of surprises awaiting unsuspecting players!





All versions are looking good and will play exactly the same as each another. The Spectrum version is monochrome, but has beautifully defined graphics, while the Amstrad and Commodore incarnations will be more colourful.

The 16 bit versions look better still, with great sprites and loads of marauding baddies. But the most promising-looking one of all is the Konix version! The graphics are just as good as the Amiga, and the sound promises to be even better!! If this is just a taster of what the console can do, its future is looking very rosy . . .



Expect full reviews in a forthcoming issue.
RELEASE: AMIGA, ST, PC, C64, SPECTRUM, AMSTRAD AND KONIX JAN '90
PRICES: TBA

CABAL

Ocean



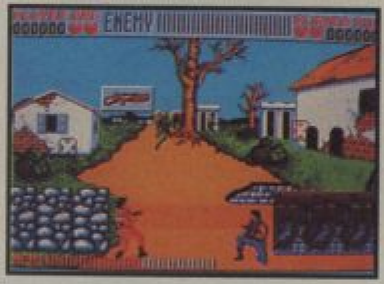
Coming to your screens very soon is Ocean's conversion of Cabal, an Operation Wolf-inspired game in which one or two commandos battle an entire army single-handedly over a variety of different scenes.

The commandos are situated at the bottom of the screen, and jump and roll left and right to avoid the myriad of oncoming missiles and bullets. They're armed to the teeth, of course, and have a veritable goodie bag of machine guns, grenades and rockets with which to wipe out the opposition.

The original arcade game is great fun, which hopefully will be captured in the home versions — the ST conversion pictured here is certainly looking promising.

More news as and when . . .

RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 OCT
PRICES: SPECTRUM/ AMSTRAD/C64 £9.99 ST £19.99 AMIGA £24.99



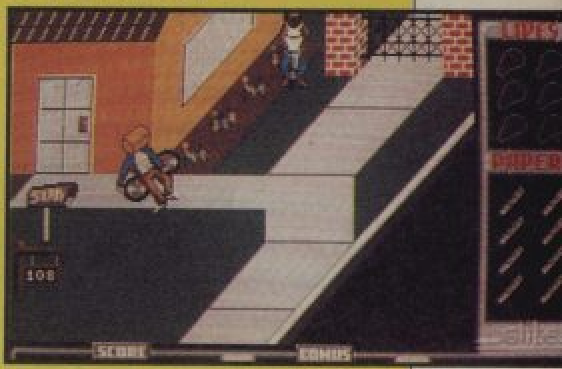
PAPERBOY

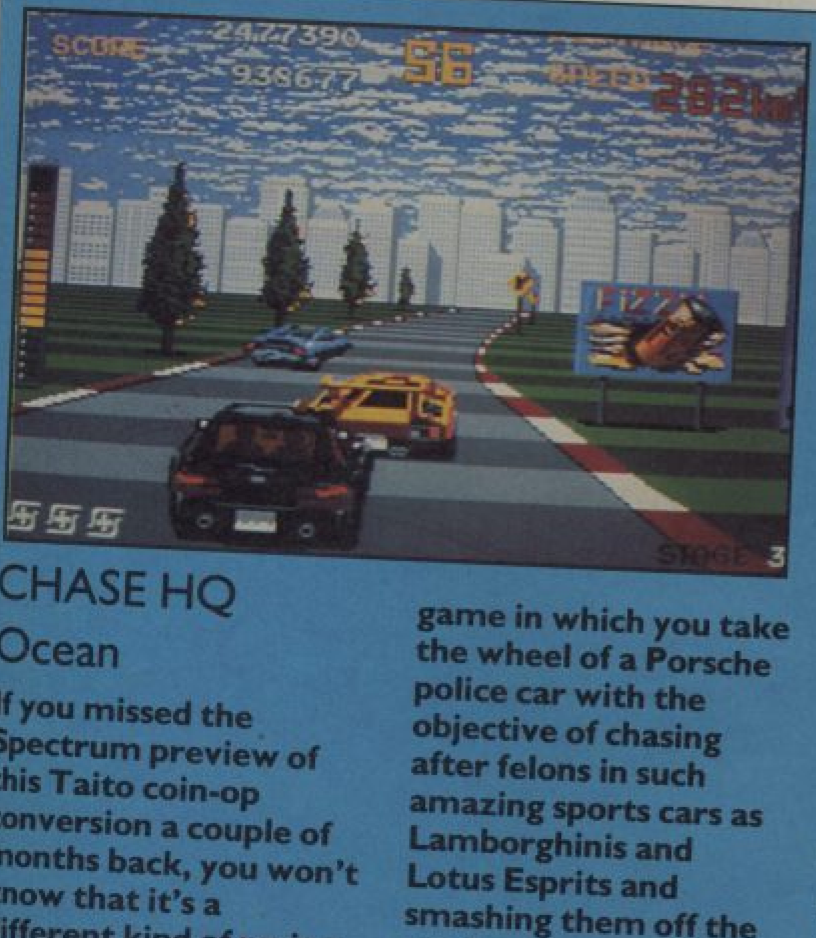
Elite



After many, many moons of programming, Elite are at last ready to release the 16 bit conversions of this ageing Atari arcader, as well as other classic coin-op crumblies, such as Commando and Ghosts 'n' Goblins. Paperboy puts you in the saddle of a newspaper delivery bike, with a mission to put papers on your patrons' porches and break the windows of those who shop elsewhere. Dodge drunks, dogs, cars and road works, and you might reach the BMX stunt track at the end of each scrolling road. It's all a birruvalaff, really, and if the finished game is anything like the demo on display at last year's PC Show, the conversion should be pretty good.

RELEASE: ST, AMIGA SEPTEMBER
PRICES: ST £19.99, AMIGA £24.99





CHASE HQ

Ocean

If you missed the Spectrum preview of this Taito coin-op conversion a couple of months back, you won't know that it's a different kind of racing game in which you take the wheel of a Porsche police car with the objective of chasing after felons in such amazing sports cars as Lamborghinis and Lotus Esprits and smashing them off the road.

The arcade machine is brilliant fun, and the Spectrum version we saw left us speechless 'cos it was so much like the coin-op original . . .

But how are the 16 bit versions coming along? Well, we've just got hold of these ST screen shots so you can see for yourself — and it's looking pretty good, eh?

Keep your eyes out for a full review in a forthcoming issue.

RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 NOV
PRICES: SPECTRUM/ AMSTRAD/C64 £9.99 ST £19.99 AMIGA £24.99





ATTACK OF THE MUTANT CAMELS

Developed by Llamasoft





Ruminant-loving coder, Jeff Minter, has been chained to his Konix development system for about three months now, reworking one of his earliest Commodore hits, *Attack of the Mutant Camels*. Basically it's a two-way scrolling megablast, starring herds of laser-spitting cyborg camels which are slowly but surely making their way from *their* base on the left of the playfield to *your* base on the right. Blast them all, collect the bits and you get extra weapons, and eventually, a bomb to drop on the Bactrian base. Jeff has made heavy use of the Konix's powerful 32 bit graphics and sound processors to produce rip-snortingly fast 256 colour graphics and stunningly realistic zapping and blasting noises in *ten channel stereo*(!) with mathematically-generated music burbling away in the background.

As onlookers gasped at the speed and abundance of the sprites and the riot of sound that was issuing from Jeff's hi-fi speakers, he nonchalantly commented that the machine was capable of much better. "The Blitter's hardly sweating here. Also you have to realise that this development system doesn't have as fast a processor as the finished machine, so what you're seeing here is running at a third of the speed it would on the production console." Phew-wee!



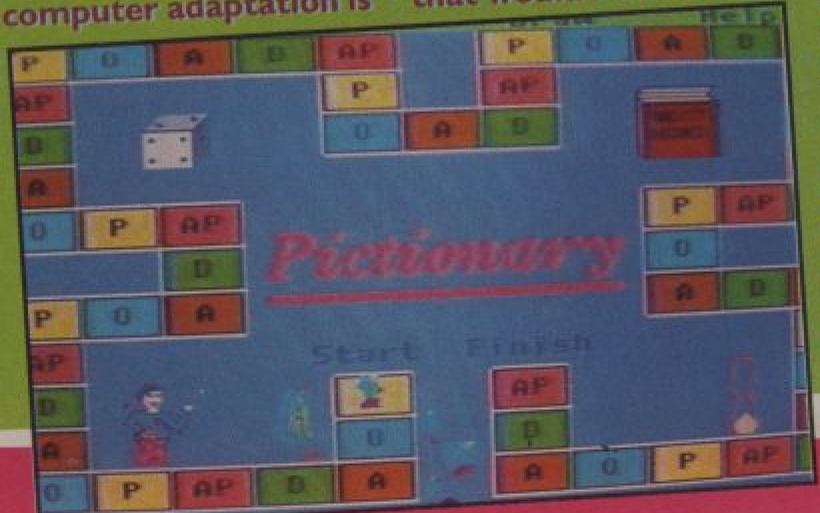
PICTIONARY

Domark

The board game is selling like hot cakes over in the USA, so Domark are expecting to repeat their *Trivial Pursuit* success of a couple of years back.

In the game, each player gets one of a couple of thousand words which they have to describe to the other by drawing a pictorial representation of it. This means that the computer adaptation is essentially a board game with a rudimentary art package and a computerised Rembrandt built in. It's quite an odd affair, actually, but it looks like the sort of game that would be lots of fun if played in a party of very silly people. So it's success is assured when it arrives at the C+VG office.





RELEASE: AMIGA, ST, C64, SPECTRUM, AMSTRAD END OF SEPTEMBER
PRICES: TBA

LAST NINJA II

System 3



The top-sellin', black-wearin', star-chuckin', road-crossin' man in black is back — this time in his first starring role on the Amiga and ST. Nasty Samurai warlord, Kunitoki, has magically warped himself from Japan in the Middle Ages to present day New York where he's busy setting up a narcotics empire. All our man has to do is put a stop to Kunitoki's tricks and banish him to the 27th dimension, an adventure which leads him through the streets of New York, Kunitoki's drugs plant and finally to his island chateau. System 3 aren't planning to change the gameplay from the 8 bit versions (why change a winning formula, after all?), but there's guaranteed to be enhanced graphics and super-duper sounds to keep you exacting 16 bit owners happy.



RELEASED: ST, AMIGA END OF SEPTEMBER
PRICE: TBA

OPERATION THUNDERBOLT

Ocean

Ocean are hoping to repeat the success they had last year with Operation Wolf this Christmas with their conversion of the sequel to Op Wolf, Operation Thunderbolt.

The game is basically a two-player version of Op Wolf, and features 3D levels where you travel "into" the screen by boat and along a road, as well as the normal horizontally levels found in Op Wolf.

The Op Thunderbolt arcade machine has two Uzi machine guns mounted on the front with which you shoot into the screen. The computer versions make up for the lack of these with crosshairs — but otherwise the



gameplay is the same as the original machine: shoot everything in sight.

Judging by the screen shots shown here, Ocean have recreated the coin-op graphics very much pixel-perfect, but how they move and how the game plays we will just have to see . . .

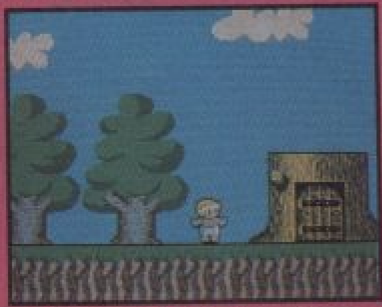


RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 DEC
PRICES: SPECTRUM/ AMSTRAD/C64 £9.99 ST £19.99 AMIGA £24.99



SUPER WONDERBOY

Activision



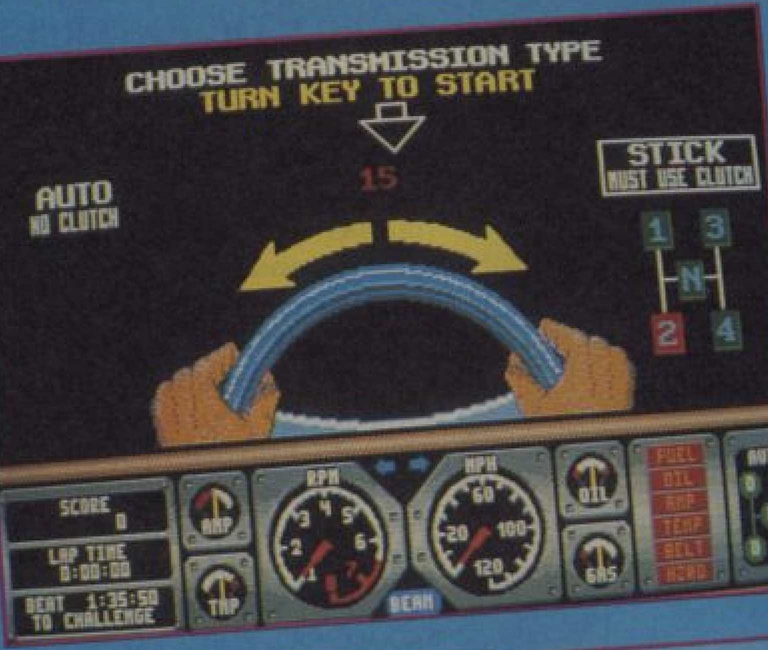
Tom-Tom returns, and fully potty-trained too! Clad in armour not nappies, the plucky chap is after the blood of the terrible Meka Dragon who is terrorising Wonderland with his ugly monster chums and perverse reptilian ways. It's a game of running about, jumping on platforms and stabbing people with swords, of which there are several types. Yes indeed, there are weapon upgrades galore in this game — extra armour, shields, boots, bombs, whirlwinds, lightning bolts and fireballs — but you have to pay hard cash for such delights. In its previous incarnations (Sega, PC Engine, etc), Super Wonderboy was rather good fun, and Activision's version certainly looks like it might be good, but we're not going to stick our necks out until we see the finished game.

RELEASE: AMIGA, ST, C64, AMSTRAD, SPECTRUM SEPTEMBER
PRICE: AMIGA £24.99, ST £19.99, C64/AMSTRAD/ SPECTRUM £9.99



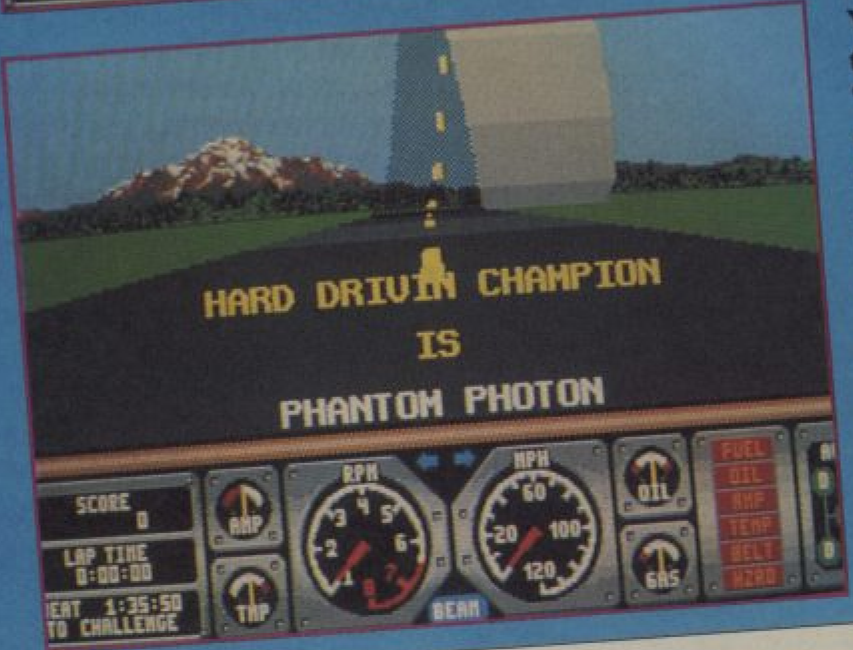
HARD DRIVIN'

Domark



Jurgen Friedrich, vector programmer extraordinaire, is still at it, putting together Domark's conversion of the arcade car sim. He's recently started work on the Amiga version, which looks exactly the same as the ST version, except for the fact that it's slightly slower.

"Producing these sort of graphics is very processor-dependent and while the CPU in the ST runs at 8.0 MHz, the Amiga's only runs at 7.2 MHz. By the time the code is tightened up, though, the Amiga version should only run 5% slower." promises Jurgen. But shouldn't the Amiga's Blitter make things easier? "Unfortunately, the Blitter is no good at drawing vectors, and my own routines turned out to be much faster. One thing the Blitter has come in handy for, though, is moving the mountains around the back of the screen."



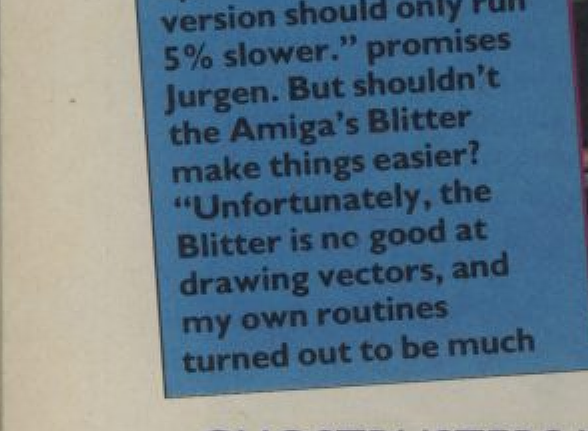
The next thing that's going into the program is the full track map. For this purpose, the Atari programmers have sent over their original course plan so that Jurgen can translate every curve and straight into X and Y co-ordinates and feed them into his own code. "It would have been easier for me to take the track statistics straight from the original programmers' C code, but I'm still waiting for them to send it," grieved the overworked hacker.

And we'll tell you how Jurgen implements the road map in next month's Hard Drivin' bulletin . . .

GHOSTBUSTERS II

Activision

Activision are once more calling on that phantom-fixing foursome, the Ghostbusters to provide them with a chart-busting computer game based on the new movie.



Foursfield (of *Timescanner* and *Incredible Shrinking Sphere* fame) are the programmers who



have turned sequences from the film into a four-part arcade adventure.

Will it be as popular as David Crane's original Ghostbusters game, released in 1984 and still topping the charts



last Christmas? Or perhaps even as celebrated as the new movie which broke all records by grossing ten million bucks on the day it opened in the States? Only time will tell, dear reader. Only time will tell.

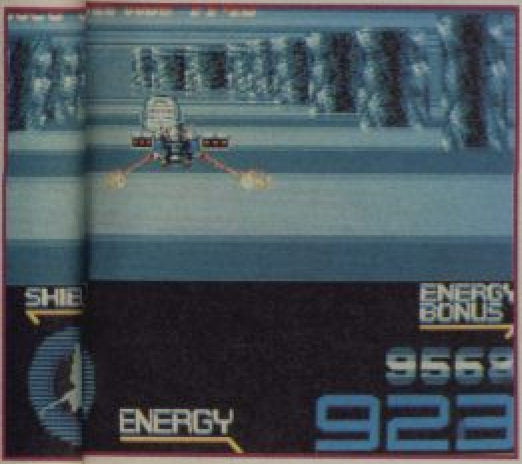
RELEASE: AMIGA, ST, SPECTRUM, AMSTRAD, C64 DEC
PRICE: TBA

BOMBER

Activision

Vektor Grafix have been labouring on this flight sim for some months now, but the extra work they've done on their 3D graphics system makes it, so they claim, the most realistic system of its type — no disappearing wings or tail-planes in this game, mister!

The game is played over an accurately mapped area of the USA, which is dotted with dinky little structures such as gas stations, farms and

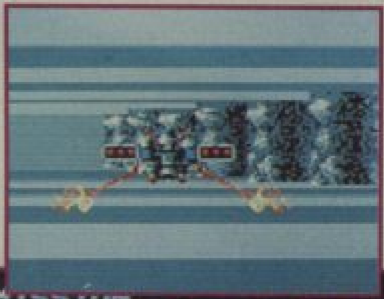


GALAXY FORCE

Activision

Cynics laughed when Activision announced they had bought the licence to Sega's almighty 3D coin-op, but as you can see from our ST screen shot, the conversion looks as if it should be quite respectable. The game has you flying your starfighter through loads of 3D space-type scenarios, all swarming with enemy ships, mega-cruisers, and giant warrior robots.

Then there's the trip across the surface of the sun, in which you have to dodge between plumes of flame and leaping solar prominences. The graphics made the original arcade game



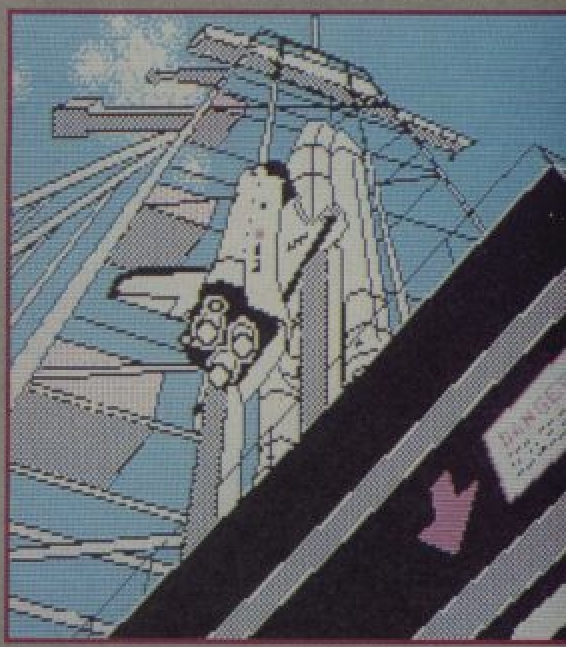
quite a stunning experience, but one wonders whether their speed and smoothness can be translated to the likes of a humble ST or and even humbler Spectrum? Watch this space, for the review is up and coming.
RELEASE: ST, AMIGA, SPECTRUM, C64, AMSTRAD JANUARY 1990
PRICES: TBA





quite large ones, like Devil's Tower (the large mountain setting of the climax of Spielberg's *Close Encounters of the Third Kind*). The system can render solid objects at speed with an unheard of number of polygons, which means the aircraft graphics are all surprisingly detailed. The game will feature all kinds of dogfight modes and bombing missions as well as the ability to define your own missions to test out your mates' flying abilities.

All rip-roaring stuff, but the 16 bit simulator market is a crowded one, and one wonders whether this one, in spite of its superior capabilities, won't just stall in the jet wash of its competitors. We'll just have to see . . .
RELEASE: ST, AMIGA, SPECTRUM, C64 SEPT
PRICES: TBA



SPACE M*A*X

Hewson

Fancy a bit of Space Station Construction, to while away the hours? Well, this may be just the program for you, then. *Space M*A*X* is a strategy game in which you organise the launch, construction and running of an orbiting space platform. Of course, life ain't no bowl of cherries up there, not with fire, explosive decompressions, astronaut strikes and other real life crises popping up every now and again. Still, over in the US of A where Final Frontier programmed it, and where these sort of games are in-cur-redibly popular, the reviewers have been jumping up and down over *Space M*A*X* because they reckon it's so atmospheric and challenging and stuff.
RELEASE: PC AUGUST, AMIGA EARLY '90
PRICE: £34.95

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